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DOSSIER CONTENTS

More Ninja Than You Can Handle

CREATOR

Naruto creator Masashi Kishimoto is back for another round of Q&A... this time from the fans themselves!

STARTS PAGE 02

MANGA

Naruto has come a long way in his original form — this manga changed the world. Take a tour through the first 27 volumes.

STARTS PAGE 8

ANIME

Addicted to your favorite ninja on television? We've got a huge anime guide, the latest character profiles, the scoop on the second movie release and all the DVD info you could want.

STARTS PAGE 14

TOYS

Action figures deliver the action — the newest of the new are here to peel your eyelids back. If that wasn't enough, take a tour of the headbands and other ninja gear. STARTS PAGE 30

CARDS

Intrigued by the *Naruto* card game but not quite sure how to start up a game? Now you do — we've got an extensive starter guide on how to play. Also, find out what makes a killer deck and get tips on the entire Series 9 card collection. STARTS PAGE 34

VIDEO GAMES

PS2, DS, PSP — what do they mean? Killer video game coverage of *Naruto* games for you! Tips, tricks, interviews... everything you'll need. To be the ninja, you'll have to beat the ninja.

STARTS PAGE 66

STUFF

File away your love for all the hippest *Naruto* gear — shirts, bags, hats and even bedsheets.

STARTS PAGE 76

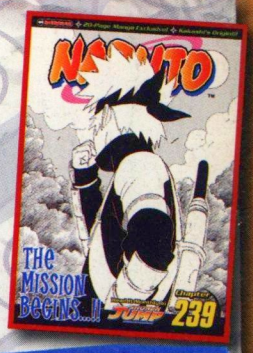
TRAINING

More ninja training for you. Puzzles, activities, quizzes and instructions to make your own toad. Seriously. Don't forget about the newest ninja board game: Dice Wars! (check out the back of the poster next to page 48).

STARTS PAGE 80

The Ultimate Guide to the ultimate ninja returns! If you're new to the epic that is *Naruto*, strap yourself in and get ready for a thrill ride. What started as a manga, or Japanese comic, has turned into an anime phenomenon, a video game hero and much more. Now get started!

Once again you're getting a sample of the *Naruto* source material — the original manga drawn by Masashi Kishimoto. At the back of this *Naruto Collector* is the chapter that begins to tell the story of young Kakashi and how he became the great mentor he is.



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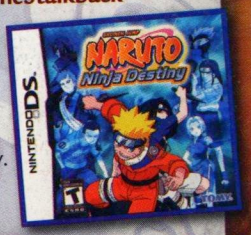

NARUTO COLLECTOR • Spring 2008 Edition • April 2008 – July 2008

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THE WIZARD OF NINJA

We've intercepted secret ninja communication between Masashi Kishimoto, creator of *Naruto*, and his fans. In this exclusive correspondence, Kishimoto-sensei reveals much about his work, his art, and his life. It appears that the "interview" was conducted in December 2007 at Jump Festa, just outside Tokyo.

KISHIMOTO ON KISHIMOTO

Q: Do you have a favorite *Naruto* character? – Cara McGaughran

A: Shikamaru.

Q: What are you favorite shows? – Peter Bae

A: You mean Japanese TV? I watch variety/game shows. I like movies, so I also watch movies that are playing on TV.

Q: Do you like to play video games? If you do, what system do you like to play? – Jesus Perez

A: I do own all types of hardware: Xbox 360, PS3, and Wii. Also, PSP and DS. I don't have much time to play games, but I sometimes use them as references for manga.

Q: Referencing for the storytelling or their visual aspects? [*Follow-up question from editor.*]

A: Overall, it's the visuals. The movements and presentation. The recent games have images that are simply astounding.

Q: What do you like most about what you do? – Joey Willman

A: It used to be the drawing portion in the past, but now I enjoy making the storyline.

BUILDING CHARACTERS — AND CHARACTER

Q: What do you think Naruto would be if he hadn't been a ninja? Would he become an artist? – Michelle Pangilinan

A: I'd assume he'd become a ramen shop owner. [*Laughs*]

Q: Why is Gaara's past so painful? Why couldn't anyone be his friend? – Brittany Kamano

A: The world of shinobi is quite harsh. So it's only natural to have a kid like Gaara. In the past, it was usual for ninja to die during a mission. Family relationships were different than we think of them today. Samurai would also split among themselves in a family, divided by who they side with — which emperor to follow. Siblings would kill each other. You'd cut off even your brother's head or your uncle's. A parent would kill their own children. That sort of troubling incident did actually occur during the dark period of history. And I thought I'd need to depict what was true back then, the other side — different from Naruto's relatively fortunate circumstance.

Q: Which is worse — physical or emotional pain? – Michelle Pangilinan

A: I myself don't suffer from any actual physical pain, so it's kind of hard to tell. But I'd say it's the psychological pain, since it'll be harder to deal with. When you're hurt physically, that may cause you to suffer psychologically, too. Overall, I don't know; both are equally painful?

ADVICE TO ASPIRING MANGA ARTISTS

Q: How long did you have to practice drawing manga to be as successful as you are now? – Michelle Rickey

A: I was in grade school when I started drawing, or rather, sketching. I was around 11. Then I started drawing manga. I was 12 when I drew my first manga.

Q: How many pages was your first manga? [*Follow-up from editor.*]

A: It was called *Hiatari-kun*, a ninja manga. I think it was about 15 pages.

ADVICE TO ASPIRING MANGA ARTISTS continued

Q: Out of curiosity how long does it take to write a *Naruto* chapter? – Akaash Pardesi

A: You mean, one installment [in *Weekly Shonen Jump*]? It takes me about six days. Three days for making the story and storyboarding, and three days for drawing the actual pages.

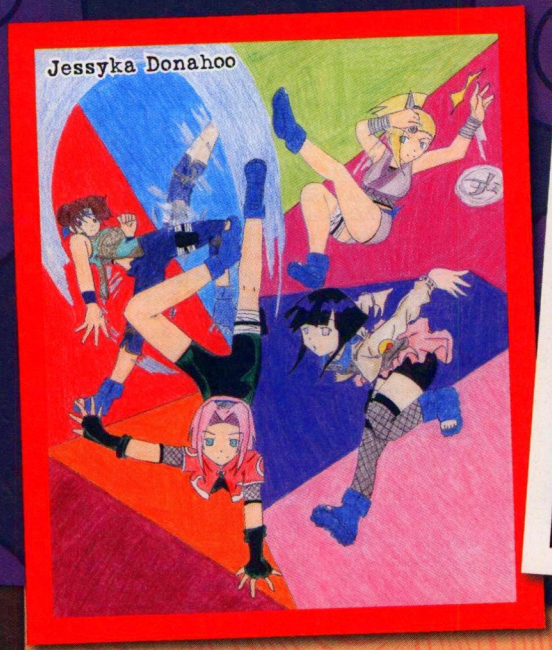
Q: I was wondering if you first sketch pictures and then draw them. I only sketch pictures first if I want the final copy to look really nice. – Cara McGaughran

A: I do first draw rough sketches for everything before inking – including even the sound effects.

We showed Kishimoto-sensei a lot of fan art by American readers and asked for his response. He said, "I see no difference between the American and Japanese fans – they all draw well. You all read into *Naruto*, so the drawings show how much you understand the story. The drawings are just all really nice. And they are very colorful and pop, too."

Charity Gage

Brett Lee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WHERE DO IDEAS COME FROM?

Q: In the story, how did you come up with the levels of ninja like genin, chûnin, jônin, hokage, and sanin? – Akaash Pardesi

A: According to the history of the real ninja, their world already had the hierarchy of genin, chûnin, and jônin. So I got inspired by that and just added a few things to what already existed.

Q: How do you come up with your characters because I tend to have a hard time with that? – Akaash Pardesi

A: [When creating a character] I start off by imagining what the character would say. What would be the first thing said when this character speaks? And then I come up with a weak point.

Q: Weak point? [*Follow-up from editor.*]

A: Yes. A good character would normally have a weak spot or humane side.

Q: My favorite [character] being Gaara... of course. How did you come up with his character? – Celeste E. Cueras

A: I created Gaara together with my editor. This character went under a couple of changes before being finalized. It was a difficult creation, since Gaara has a very dark side.

TELL US ABOUT MANGA!

Q: Compared to when you were small, what about manga in general has changed or remained the same? – Simon Chen

A: A few decades ago, manga was not considered as something nice in Japan. I believe it was a similar situation in the US with comics. Just because it was manga, it'd be treated as something worth less than the novels. Now manga is being recognized — even the government is supportive of it being representative of Japanese culture. Yet, what remains the same? Manga is always fun.

Q: What are the main differences that separate manga and American comics? – Simon Chen

A: It's a tough question, but say ... American comics are usually in full color. Manga is almost always only in black and white. And that makes me envious. [*Laughs*] Also, in American comics it is the character who is copyrighted. And various artists draw the same character. I imagine it's difficult to maintain the coherence of that character.

IN A WORD, TRUST!

Q: Our sense is that the theme of the first 27 volumes of *Naruto* were, in essence, "believe in yourself." Would you agree with that — and if there is a theme for the manga from volume 28 on, what is that theme? [*From an editor.*]

A: *Naruto* started with him trying to be recognized and accepted by the others. And whether to be accepted or not is connected to the issue of trust. So, the theme now is to "trust each other." The bonds between people become incredibly important. You don't have to be blood-related, but you have to feel the bonds with the others who are close to you.

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LEAF ON THE WIND

INTEL REPORT: LEAF VILLAGE

Recent times have seen many intriguing developments in Konohagakure. Given the fragile balance of power on our continent, it would behoove us to carefully examine our compiled data on the Leaf ninja. The following reports, gathered from observation and hearsay, will be the basis for deciding our future actions with regard to the Leaf.

READ THE FULL STORY OF THE LEAF. VOLUMES 1-28 ARE AVAILABLE NOW!

PART 1

NEXT GEN

Every year Konoha showcases a new generation of ninja who may grow to one day become the primary protectors of their village. In recent years a particularly interesting class of young genin has risen through the ranks. Our information points to two genin who may require close attention in the times to come.

The first is Uzumaki Naruto, a social outcast seemingly determined to one day become Hokage, the protector of the village. We have discovered that this boy contains a great secret – the spirit of the deadly Nine-Tailed Fox has been sealed inside him. If the boy learns to harness this power he may well become a formidable ally...or a dangerous enemy.

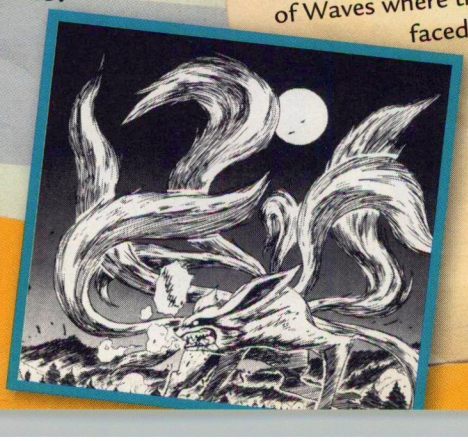
The second is Uchiha Sasuke, the sole survivor of the massacre of the Uchiha clan at the hands of Sasuke's older brother Itachi. The talents of the Uchihas are never to be dismissed.

These two genin have been thrown together, along with Haruno Sakura, into the same squad, under the tutelage of the famous Hatake Kakashi, master of the Sharingan Eye. For all the potential of this group, though, they have their weaknesses. Naruto is a hot-headed youth, given to allowing his emotions to control his actions, while Sasuke's single-mindedness and aloof nature are not the best fit for any team. And Sakura can be distracted by her affection for young Sasuke.

Early in their training, this squad became embroiled in a high-level mission in the Land of Waves. Forced to face off against the rogue ninja Zabuza and his follower Haku, Kakashi's team performed admirably. Of course, against Zabuza, merely surviving would be considered admirable.

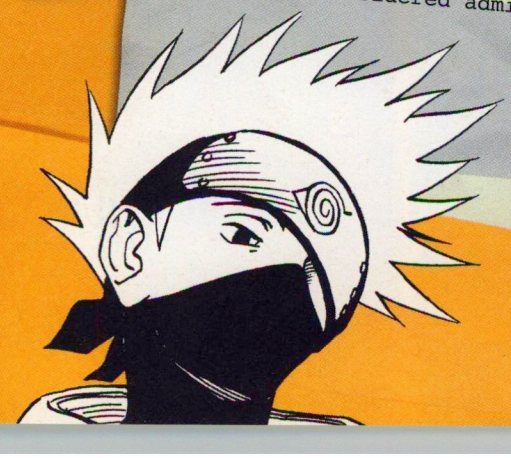
Zabuza and Haku

The rogue swordsman Zabuza and his disciple Haku were hired by a crooked businessman in the Land of Waves where they eventually faced off against Squad 7.

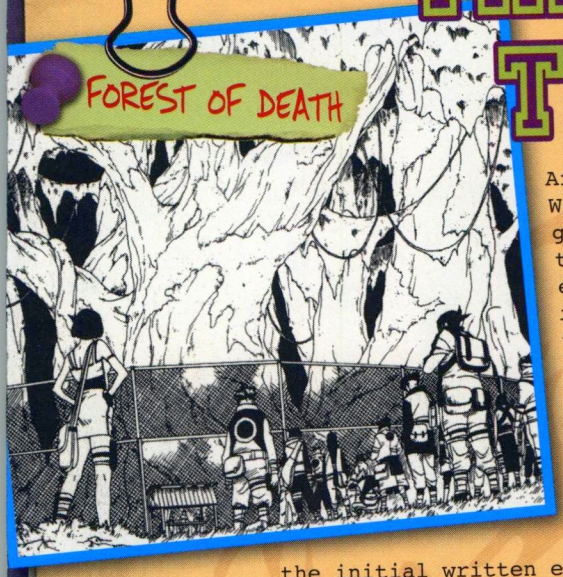


Nine-Tailed Fox

The boy Naruto holds within him the spirit of this great tailed beast, lending the young ninja powerful new chakra.

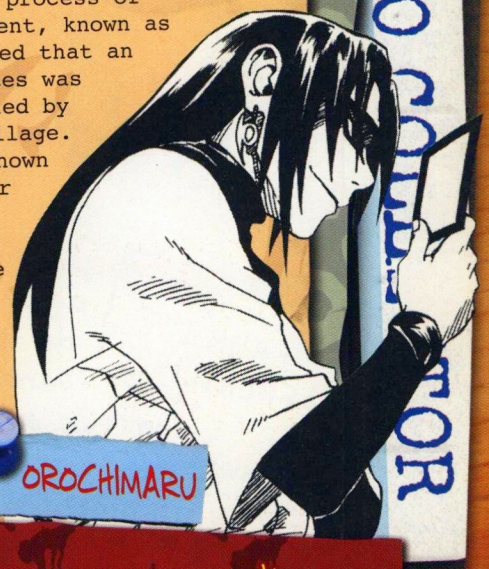


PART 2 TRIALS AND TRIBULATIONS

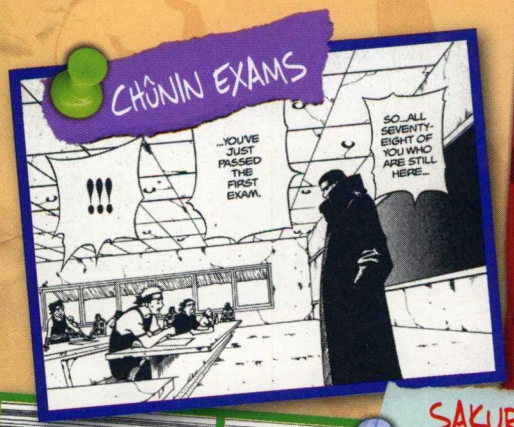


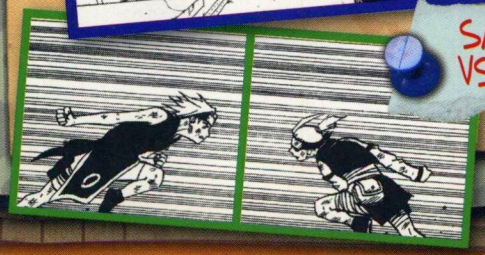
After Kakashi's squad returned from the Land of Waves, Konoha began the three-part process of graduating the top-level ninja talent, known as the Chûnin Exams. Our spies reported that an extremely strong class of candidates was in contention for Chûnin status, led by three applicants from the Sand Village. Gaara, son of the Kazekage, has shown himself to be the deadliest member — as well as the most unstable. He, like Naruto, has one of the great tailed beasts sealed inside of him.

A high number of genin passed the initial written exam. Fewer were able to withstand the second phase, conducted in the area known as the Forest of Death. Multiple rumors suggested the presence of Orochimaru, the serpentine member of the Three Great Shinobi of Konoha legend, and foe of his former village. One possibility we have heard is that Orochimaru was interested in the talented Sasuke as a means for continuing his immortality. If Orochimaru is involved in any way, it can mean only danger and complication for all the villages.



The third phase of the Chûnin Exams forced the remaining genin to face off in a fighting tournament. Surprisingly, Naruto was able to beat the best-regarded Leaf genin, Neji. Sasuke's match against the unpredictable Gaara showcased the power and potential of both ninja, but ultimately was interrupted before its conclusion.





Anko - the curse mark of orochimaru

Sasuke is not the only Leaf ninja to have received Orochimaru's curse mark. Anko, instructor of the second round of Chûnin Exams in the Forest of Death, also suffers from his dark gift.

Kabuto - infiltration

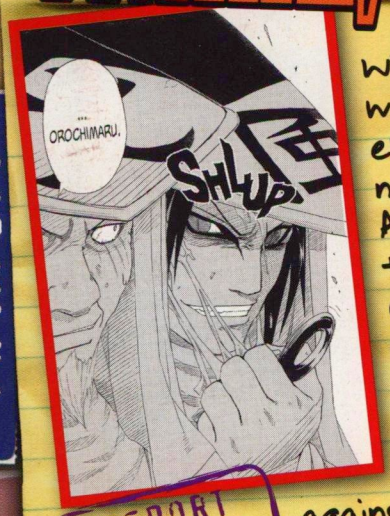
During the third round of the Chûnin Exams, the medical ninja Kabuto was discovered by Kakashi to be a traitor to the Leaf, at the behest of Orochimaru.

Rock Lee - crippled

One of the most promising Konoha ninja was horribly injured by the Sand ninja Gaara. His future as a ninja is in doubt.

PART 3

SNAKE, SOUND AND SAND: THE INVASION OF KONOHA



REPORT FROM THE FRONTLINES

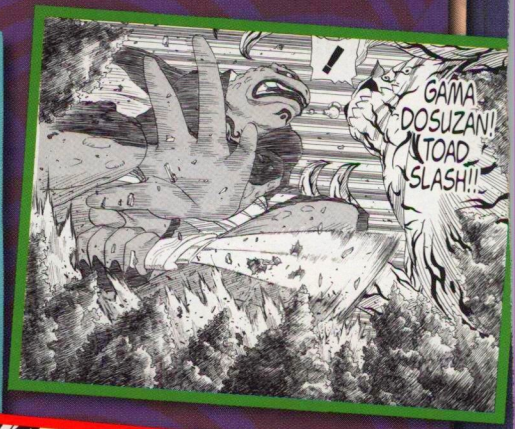
When war erupts, nowhere is safe. And, coming on the heels of the Chûnin Exam finals, war has struck Konoha. Orochimaru has orchestrated a full-on attack against the Leaf ninja. He is aided by both the Sand and Sound villages in this assault. Kakashi and Might Guy have fought bravely in their attempt to repel their foes. Kakashi has sent Sasuke after Gaara, who disappeared into the forest and seemed to be losing his grasp on sanity. Orochimaru himself is locked in combat with the Third Hokage. Destruction reigns.

★End of Report★

The aftermath of the assault on Konoha was tragic in scale. The Village Hidden in the Leaves remained standing, but the Third Hokage was dead. Orochimaru was driven from the area, crippled thanks to the last actions of the Third Hokage, and unable to use his jutsu. Oddly, most of the credit for repelling this attack should perhaps go to Naruto. Gaara of the Sand unleashed the full force of Shukaku, the demon inside him, and seemed on the verge of destroying all in his path. Naruto was able to summon the giant toad Gamabunta (no doubt learned from Jiraiya, Naruto's new mentor) and together the two were able to defeat Gaara. The strength of the village was tested and though it survived, how do they react without a leader? Who will become the next Hokage?

Leaf Clans Unite

During the attack on the Village Hidden in the Leaves, many parents of the young ninja involved in the Chûnin Exams came together to repel the invaders, including the original Ino-Shika-Cho trio and members of the Hyuga and Inuzuka clans.



Jiraiya - the new mentor

Konoha may have fallen if the legendary ninja Jiraiya had not shown Naruto the secret of summoning the great toad Gamabunta. It was through Naruto's partnership with Gamabunta that the two were able to repel Gaara and Shukaku.

SHONEN JUMP

NARUTO

A NEW ERA HAS BEGUN

It's two-and-a-half years later, and Naruto returns from training to find that everyone's been promoted up the ninja ranks—except him. Naruto may have come back older, but is he wiser or stronger?

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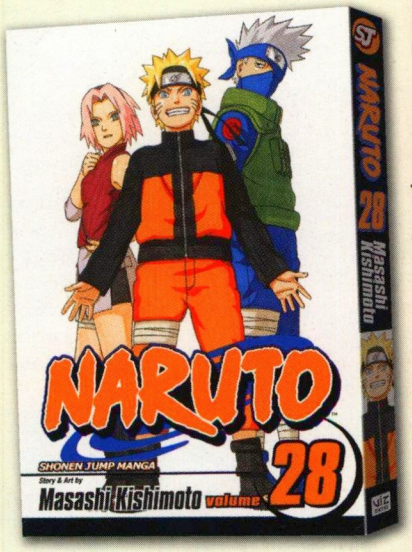

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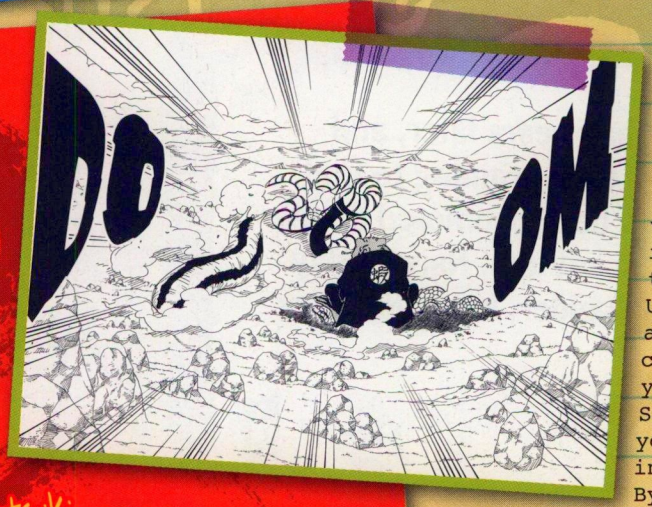
PART 4

A NEW LEADER

It seems we have our answer as to who will fill the role of Hokage for the Leaf. We have reports stating that Jiraiya turned down the offer to become the next Hokage. Perhaps he felt the position would hamper his keen interest in chasing women. Instead, he took his pupil Naruto to go in search of a different candidate – Tsunade, the last member of the Three Great Shinobi. Her healing abilities and strength are legendary... as is her propensity for gambling. It seems Jiraiya discovered Tsunade's whereabouts around the same time as Orochimaru, who was looking for a cure for his crippled arms. Despite being traumatized by the loss of her loved ones, Tsunade chose to side with the Leaf and fight against Orochimaru. Together with Jiraiya and Naruto, Tsunade was able to vanquish Orochimaru and his henchman Kabuto. What will the leadership of Tsunade, so different from the previous Hokage, mean for Konoha? The possibilities require further analysis.

Animal Summons

During this three-way battle, each participant called upon their most powerful animals for aid – Manda the snake for Orochimaru, Gamabunta the toad for Jiraiya, and Katsuyu the slug for Tsunade.

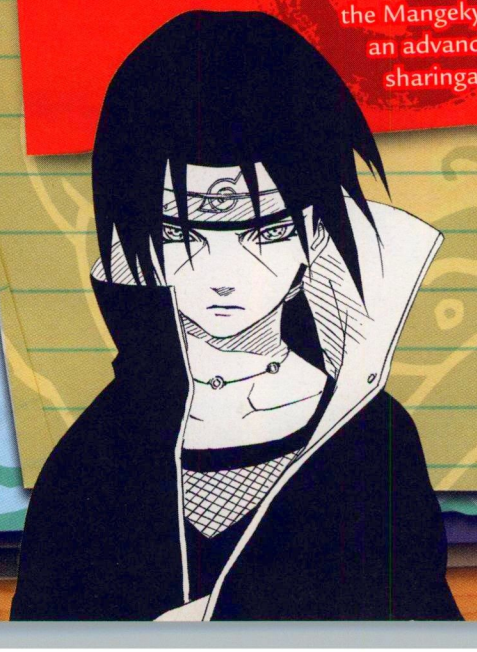


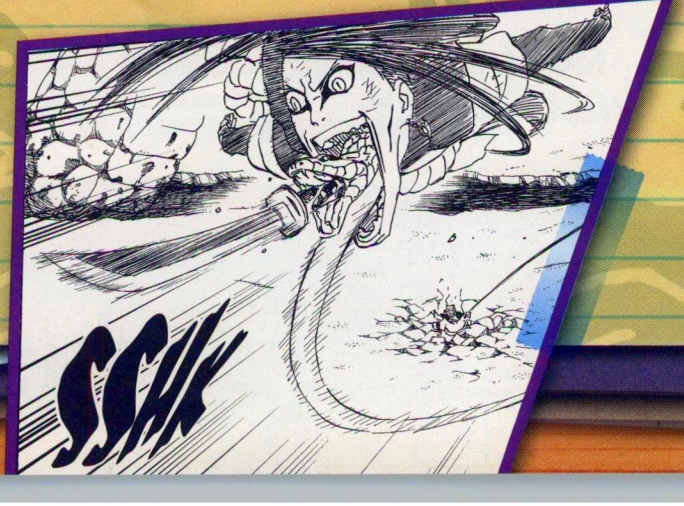
In other developments, two members of the secret Akatsuki organization were sighted in the village. It is believed one of them was the elder Uchiha, Itachi, and that his confrontation with younger brother Sasuke left the youth comatose in the hospital. By all reports, revenge has become the only focus for the boy.

Itachi of the Akatsuki

Sasuke's older brother, the murderer of his clan, belongs to a shadowy organization whose goal is unknown. Itachi is a master of the Mangekyo Sharingan, an advanced form of the sharingan abilities.

The young genin Naruto also continues to evolve. In a frighteningly short period he has learned to control his justu enough to use a Rasengan, a very powerful technique. The progress of this young ninja is impressive.



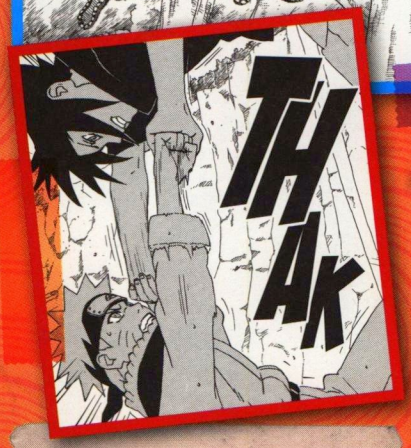


PART 5

ESCALATION TOWARD UNCERTAINTY

SASUKE RETRIEVAL SQUAD

The intrigue and drama surrounding the Leaf have increased exponentially. The latest reports from our informants indicate significant developments for the Konoha ninja. Tempted by power promised by Orochimaru, the boy Sasuke abandoned his village in the company of the Sound Ninja Four, powerful ninja in possession of Orochimaru's curse mark. Surprisingly, Tsunade sent five genin after the Uchiha boy instead of using more experienced ninja. This retrieval squad consisted of Naruto, Nara Shikamaru, Akimichi Choji, Hyuga Neji, and Inuzuka Kiba and his dog Akamaru.



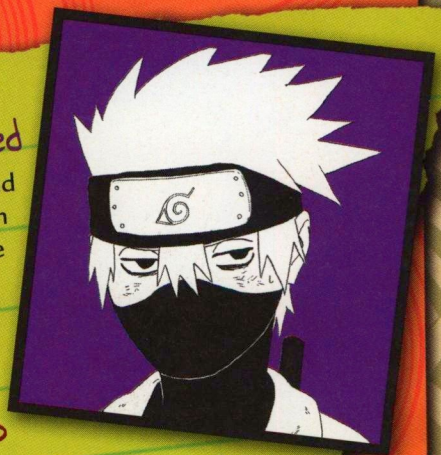
Though there were no direct witnesses, we have heard that the battles that ensued were extremely taxing for all involved. In the end, the Leaf ninja were aided by Gaara and his Sand ninja kin, and the various Sound ninja were defeated. What happened between Sasuke and Naruto is less clear to us. It is known only that Sasuke did not return to the village with his fellow ninja.

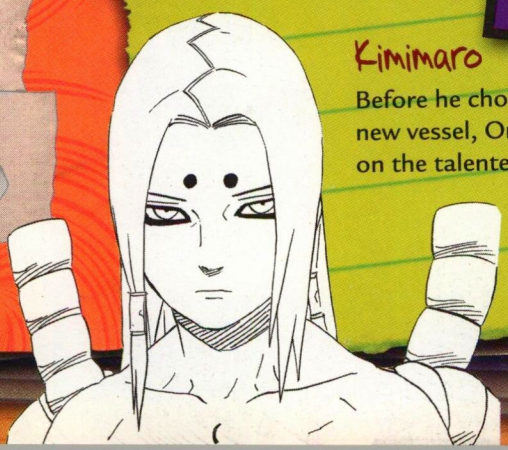
Naruto, who has proven time and again to be worthy of our attention, has reportedly left Konoha to train with Jiraiya.

Recommendation: maintain a vigilant watch on Konoha so that we may closely monitor the futures of Naruto, Sasuke and their familiars.

Kakashi - past revealed

The story of young Kakashi and how he obtained his sharingan eye is now available within the pages of volume 27 of the journals.





Kimimaro

Before he chose Sasuke to be his new vessel, Orochimaru had his eye on the talented, bone-controlling Kimimaro, but a debilitating illness removed that option.

ANIME GUIDE

A VIEW TO A NINJA

No detail is too small to review when considering the Leaf ninja. The number of missions being undertaken has increased of late, but fortunately we've had our spies record each and every one of them.

EYE-WITNESS REPORTS

EPISODES 129 - 135

EPISODE 129

EPISODE 130

The battle between Naruto and Sasuke rages on and we learn the dark details of Sasuke's past. The power of Sasuke's curse mark is revealed. Will these two friends ever be the same?

EPISODE 131

EPISODE 132

EPISODE 133

EPISODE 134

EPISODE 135

EPISODES 136-141

Following Sasuke and Orochimaru's trail, Naruto, Sakura, and Jiraiya head to the Land of Rice Paddies. There, they face off against the Fuma Clan. The clues there may lead to Sasuke, or to new, dangerous enemies.

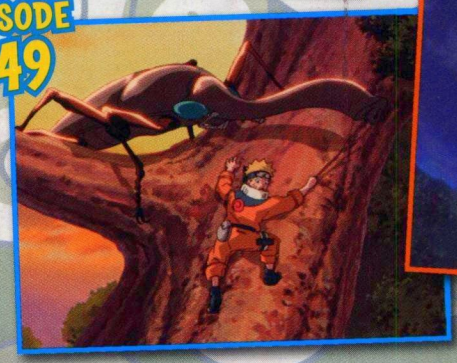
EPISODES 142-147

Mizuki, last seen in the initial days of Naruto's development, breaks out of prison along with the gigantic pair Fujin & Raijin. Naruto and Iruka go after Mizuki, revealing a past connection.

EPISODES 148 - 151

Naruto, Kiba, Shino, and Hinata go in search of a Bikochu bug that can track Sasuke. After encountering more than they planned for, it's up to Hinata to save her fellow genin.

EPISODE 148



EPISODE 149

EPISODE 150

EPISODE 151

EPISODE 152

EPISODE 153

EPISODE 154

EPISODES 152 - 157

A squad comprised of Naruto, Neji, Lee, and Tenten leaves on a mission to take down the Kurogane Family, who are troubling the villagers at Katabami Goldmines. A formidable, lightning-charged enemy with ties to the feared Zabuza emerges.

EPISODE 155

EPISODE 156

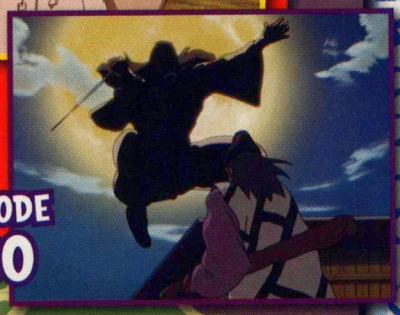
EPISODE 157

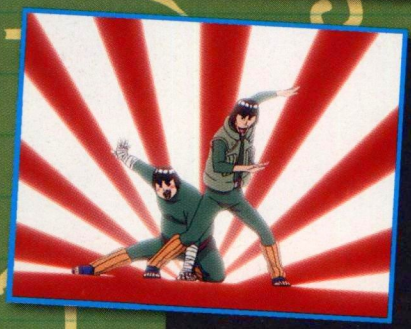
EPISODE 158

Naruto participates in the Ninja Academy Field day as group leader for the Academy students. Instructing the likes of Konohamaru and his fellows may qualify this assignment as an A-ranked mission.

EPISODES 159 - 160

A thief called Gosunkugi is troubling the Land of Stone. Naruto, Kiba, and Hinata are called in to handle the matter and what looks like a simple mission gets more complicated quickly.





EPISODE 161

To infiltrate the Leaf Village, the duo of Mondai Guy & Pocha Lee disguises themselves as Guy & Lee. Mistaking them as the real deal, Naruto joins the pair to do Taijutsu training.

EPISODES 162 - 167

Naruto, Neji, Lee, and Tenten embark on a mission to the Land of Birds to defeat the Cursed Warrior troubling the city. Dealing with a cursed opponent may require the aid of the famed Kakashi Hatake.

EPISODE 168

In order to save a kidnapped Ayame from the Chef Ninja, Naruto, Sakura, and Choji help a wounded Teuchi to create the ultimate ramen. This is the most delectable mission the Leaf Village has ever faced!

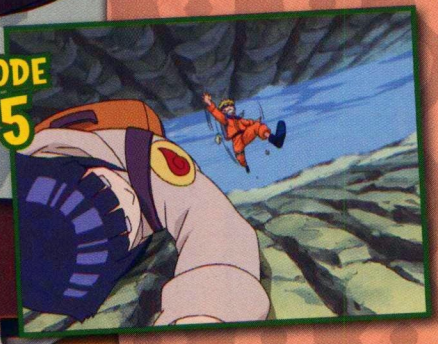
EPISODES 169 - 173

Anko Mitarashi, Naruto, Ino, and Shino are on a mission to capture the Sea Demon, who is attacking the ships at the Land of Ocean. This Sea Demon may be no demon at all, but that possibility doesn't alleviate the danger.

EPISODE 174

Naruto is forced to tag along with Kunihisa, a jeweler's son and ninja fan. The one-day Ninja Experience game they play isn't all fun and games.

EPISODES 175 - 176



Naruto, Kiba, and Hinata are given a Treasure Hunt mission. If they fail the assignment, they would share joint responsibility and all three would be forced to re-start their ninja training back at the Ninja Academy.

EPISODE 177

On his way back from a mission, Naruto encounters Jiraiya. Wishing to be trained, Naruto finishes Jiraiya's manuscript — without his consent — and hands it to the Delivery Ninja to be delivered for publishing. Jiraiya is less than thrilled at having his student hijack his writing career.

EPISODES 178-183

EPISODE 178

Neji, Lee, Tenten, and Naruto leave on a mission to guard the "Star" in the Village Hidden in Stars. Fortunately for the Leaf ninja, their training has prepared them for many challenges.

EPISODE 179

EPISODE 180

EPISODE 181

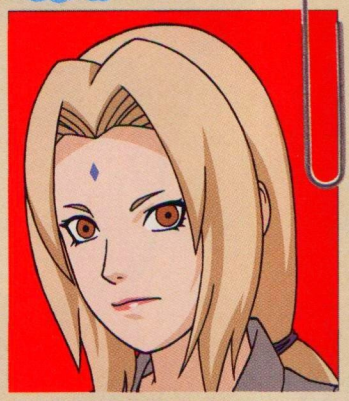
EPISODE 182

EPISODE 183

NINJA PROFILES REVEALED

Every village is given its character by the individuals that constitute the group. Review the latest information on the Leaf ninja and commit to memory.

NAME:	SASUKE UCHIHA
VILLAGE:	LEAF (FORMER)
SQUAD:	7, WITH NARUTO AND SAKURA, UNDER COMMAND OF KAKASHI
SIGNATURE JUTSU:	CHIDORI: ONE THOUSAND BIRDS
POSSIBLE WEAKNESS:	OBSESSION WITH KILLING HIS BROTHER
ADDITIONAL INFO:	HE HAS ABANDONED THE LEAF VILLAGE IN SEARCH OF POWER AND REVENGE. THE ABILITIES PROVIDED BY OROCHIMARU'S CURSE MARK ARE RUMORED TO BE IMMENSE. HIS FORMER VILLAGE CONTINUES TO SEARCH FOR HIM, BUT WILL A REUNION BE PLEASURABLE FOR EITHER SIDE?



NAME:	TSUNADE
VILLAGE:	LEAF
ROLE:	FIFTH HOKAGE
SIGNATURE ABILITIES:	MEDICAL ABILITIES, PRODIGIOUS STRENGTH
POSSIBLE WEAKNESS:	DISDAIN FOR PAPERWORK, TEMPER
ADDITIONAL INFO:	SHE BRINGS A DIFFERENT STYLE OF LEADERSHIP THAN THE LAST HOKAGE. WILL THIS ROLE SUIT HER IN THE LONG RUN?

NAME:	ROCK LEE
VILLAGE:	LEAF
SQUAD:	WITH NEJI AND TENTEN, UNDER COMMAND OF MIGHT GUY
SIGNATURE JUTSU STYLE:	TAIJUTSU
POSSIBLE WEAKNESS:	DRINKABLE POTIONS, LACK OF GENJUSTU AND NINJUTSU ABILITIES
ADDITIONAL INFO:	SINCE RECOVERING FROM HIS SUBSTANTIAL INJURIES, LEE HAS SOUGHT TO REESTABLISH HIMSELF AS AN ELITE NINJA IN KONOHA.

NAME:	HINATA HYUGA
VILLAGE:	LEAF
SQUAD:	8, WITH KIBA AND SHINO, UNDER COMMAND OF KURENAI
KEKKEI GENKAI:	BYAKUGAN
POSSIBLE WEAKNESS:	SMITTEN WITH NARUTO, LACK OF CONFIDENCE
ADDITIONAL INFO:	HER TRAINING IS PAYING OFF - SHE HAS BEEN WORKING ON NEW JUTSU AND GROWING OUT OF HER CHRONIC SHYNESS.

NAME:	NEJI HYUGA
VILLAGE:	LEAF
SQUAD:	WITH ROCK LEE AND TENTEN, UNDER COMMAND OF MIGHT GUY
KEKKEI GENKAI:	BYAKUGAN
POSSIBLE WEAKNESS:	ONE "HOLE" IN HIS 360° VISION
ADDITIONAL INFO:	AFTER ABANDONING HIS CERTAINTY IN PREDETERMINED FATE, NEJI HAS GROWN CLOSER TO HIS FELLOW NINJA.

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NEW FATHOM

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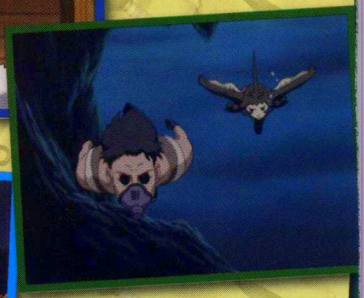
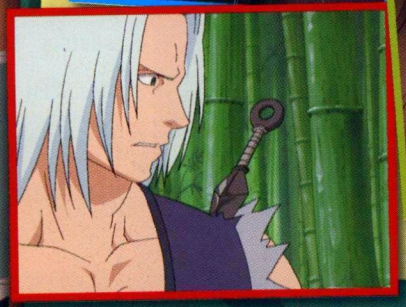
NAME: SHINO ABURAME
VILLAGE: LEAF
SQUAD: 8, WITH KIBA AND HINATA, UNDER COMMAND OF KURENAI
SIGNATURE ABILITY: RELATIONSHIP WITH INSECTS
POSSIBLE WEAKNESS: UNDETERMINED
ADDITIONAL INFO: BEYOND ANY OTHER LEAF VILLAGE GENIN, THIS NINJA IS DIFFICULT TO READ. HE DOES NOT GIVE AWAY HIS THOUGHTS EASILY.

NAME: TENTEN
VILLAGE: LEAF
SQUAD: WITH ROCK LEE AND NEJI, UNDER COMMAND OF MIGHT GUY
SIGNATURE ABILITY: WEAPONS MASTER
POSSIBLE WEAKNESS: UNDETERMINED
ADDITIONAL INFO: TENTEN HAS LEARNED MUCH TRAINING WITH NEJI AND LEE, BUT HAS YET TO CARVE OUT A PROMINENT ROLE NEXT TO HER MORE ADVANCED TEAMMATES.

NAME: CHOJI AKIMICHI
VILLAGE: LEAF
SQUAD: 10, WITH SHIKAMARU AND INO, UNDER COMMAND OF ASUMA
SIGNATURE JUTSU STYLE: HUMAN BOULDER
POSSIBLE WEAKNESS: DEPENDENT ON LARGE QUANTITIES OF FOOD
ADDITIONAL INFO: THIS GENTLE POWERHOUSE IS OFTEN SEEN IN THE COMPANY OF THE STRATEGIST SHIKAMARU. RECENT MISSIONS HAVE PROVEN HIS WORTH.

NARUTO AND HIS COHORTS ARE VENTURING OUT FROM THE LEAF VILLAGE MORE THAN EVER. WE ARE STILL COMPILING DATA ON THIS ASSORTMENT OF CHARACTERS THE LEAF HAVE ENCOUNTERED. STAY TUNED FOR THE FULL STORY.





What Kazuki thought was a dream turns out to be a living, breathing nightmare!

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We pride ourselves on being your primary source for *Naruto*-related information. You're rewarded now with these screenshots from the exciting new adventure coming to you in July.

ROLE CALL

What do Naruto and his cohorts go up against this time around? Here's the scoop.

KAMIRA

The leader of the warrior trio, she can transform freely and access monstrous physical power.

RANKE

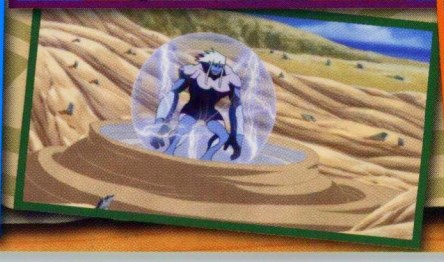
She is unbeatable in combat and has the ability to act as a "barrier" for the trio.

FUGAI

A warrior with a wild streak, Fugai uses a highly physical fighting style to dodge attacks.

TEMUJIN

A strong knight known for his speed, Temujin is also an expert swordsman.



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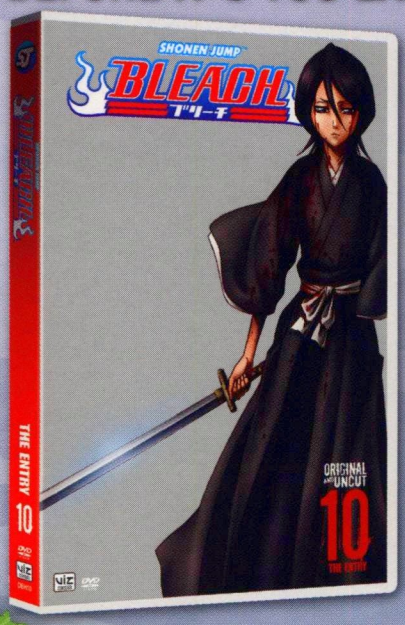

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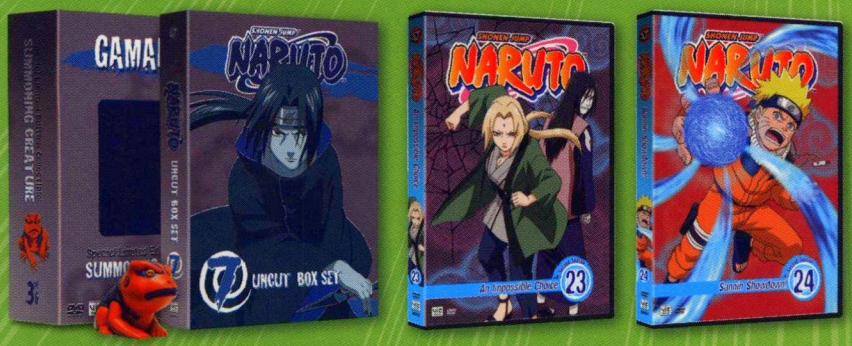

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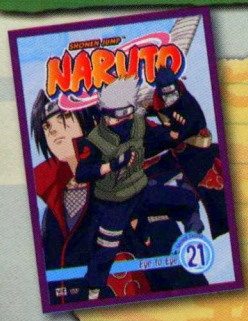
SECRET EYES

DVD SURVEILLANCE

Our extensive video files covering the on-goings of the Leaf Village are growing. Refer to the chart for the release schedule and study the contents below closely.

MARCH	Volumes 21 & 22
APRIL	Uncut 7 & Special Edition
MAY	Volumes 23 & 24
JUNE	Uncut 8 & Special Edition
JULY	Volumes 25 & 26



VOL 21: EPISODES 81-84 EYE TO EYE

In the aftermath of Orochimaru's attack, the village mourns, but the life of a shinobi goes on! An eager Naruto departs on a training mission with Jiraiya to find a legendary kunoichi, while a troubled Sasuke reflects on the past. But who are the mysterious strangers that have slipped into town? And why are they looking for Naruto?!

VOL 22: EPISODES 85-88 THE LAST OF THE CLAN!

Sasuke faces the brother he has long vowed vengeance against, but finds that he is still no match for Itachi. Jiraiya steps in, but Sasuke has fallen into a deep coma, and the only one who can save him is the woman Jiraiya and Naruto are looking for: the legendary medical ninja, Tsunade. Their search takes them to a town festival, where after a little rest and relaxation, Jiraiya begins teaching Naruto a new, powerful jutsu — using water balloons and rubber balls!

UNCUT 7 AND SPECIAL EDITION

The destruction of the Village Hidden in the Leaves has been averted, but at great cost. While the village mourns, a new menace arrives in the form of Itachi Uchiha, Sasuke's mysterious elder brother and sworn foe, but it's not Sasuke he's interested in! Meanwhile Jiraiya lures Naruto away on a training journey by promising to teach him the Fourth Hokage's own original jutsu. While Naruto practices, Jiraiya searches for the Fifth Hokage candidate Tsunade, one of the legendary Sannin. But another Sannin is looking for Tsunade as well, for a much more sinister purpose — Orochimaru!

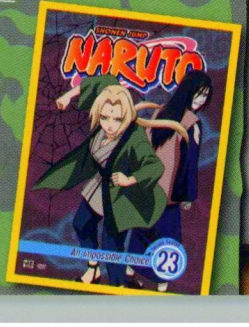
Contains Episodes 79-92 in this 3-disc set.
Special Features include:
- Collectible *Naruto* Storyboard Booklet, Episode 82
- Production Art
- From Sketch to Screen: Storyboard Comparison Episode 85
- Volume 8 Sneak Preview
- English Credits

Only in the Special Edition!
Special Limited Edition Collectible:
Summoning Creature (3 of 6): Gamakichi

VOL 23: EPISODES 89-92 AN IMPOSSIBLE CHOICE

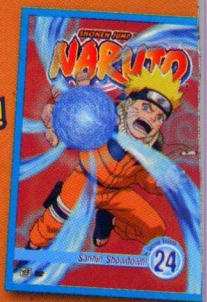
Jiraiya and Naruto finally track down Tsunade in a seedy gambling hall, and Naruto can't believe the offer Jiraiya makes her. But someone else has found Tsunade as well, with a sinister proposal of his own — Orochimaru! While Tsunade weighs her options, Naruto wears himself out working on the final stage of the Fourth Hokage's powerful jutsu.

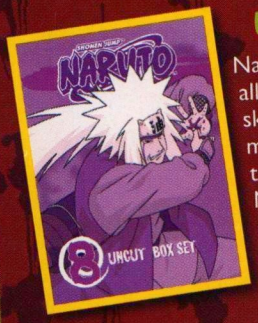
He's made a bet with Tsunade that he'll master the Rasengan, and he's only got a week to do it!



VOL 24: EPISODES 93-96 SANNIN SHOWDOWN!

Tsunade turns the tables on Orochimaru, but her plan backfires when Kabuto shows up to save his master. It's one medic ninja against another, but though Tsunade's skills are legendary, her one weakness may cost her dearly. Good thing she's got Naruto and Jiraiya to back her up! But when Naruto goes down, Tsunade must pit the last of her strength to save him in a battle between three of the greatest ninja of the Leaf — the legendary Sannin!





UNCUT 8 AND SPECIAL EDITION

Naruto and Jiraiya's journey climaxes in all-out war with Orochimaru and his skilled right-hand man, Kabuto. Naruto must perfect the Rasengan in time to save the future Hokage, but when Naruto himself needs saving, Tsunade must overcome her fear and join Jiraiya in beating down Orochimaru. The legendary Sannin engage in the ultimate Summoning battle, with their lives and the Leaf Village's future on the line. Will Naruto succeed in bringing back the Fifth Hokage and her supreme medical skill to heal the Village Hidden in the Leaves?

Contains Episodes 93-106 in this 3-disc set.
Special Features include:
- Collectible *Naruto* Storyboard Booklet, Episode 96
- Production Art
- From Sketch to Screen: Storyboard Comparison Episode 93
- Volume 9 Sneak Preview
- English Credits

Only in the Special Edition!
Special Limited Edition Collectible: Summoning Creature (4 of 6): Tonton

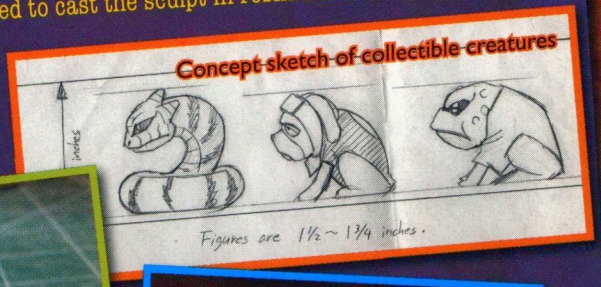
VOL 25: EPISODES 97-100 THE BOND OF THE SHINOBI

Naruto and Jiraiya head home with Tsunade and Shizune in tow, and the four stop at a hot spring resort for a little relaxation and an unexpected adventure. But at home again in Hidden Leaf Village, it's back to business. Tsunade's first task: heal the injured ninja. The others are successfully revived, but Tsunade has bad news for Rock Lee. While the village cheerfully prepares for Tsunade's inauguration as Fifth Hokage, Rock Lee must ponder the possibility that he will never fulfill his ninja dreams.

COLLECT AWAY!

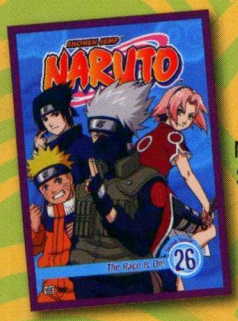
Volumes 7 and 8 of the Special Edition

Uncut DVDs come with Gamakichi and Tonton collectibles (characters 3 and 4 of a 6-part series). Each statue is sculpted in "Super Sculpy" and then molded in silicon. The mold is then used to cast the sculpt in resin. After one subsequent round of resin casting, the statues are painted and released for your examination.



PRE-PAINTED RESIN SCULPTS OF GAMABUNTA AND TONTON

Painted Gamakichi



VOL 26: EPISODES 101-104 THE RACE IS ON!

Naruto, Sasuke, and Sakura are on the ultimate mission: discover what Kakashi looks like behind his mask! Then, Tsunade sends Squad Seven to the Land of Tea and the village of Degarashi, where every four years two rival families hold a race to decide who will rule the village for the next four years. Jirocho, who represents the Wasabi family, asks the teammates to protect their runner, Idate. But the task proves difficult when Idate, who has nothing but contempt for ninja, takes off running the wrong way!

HOW DO YOU FIGURE?

Along with the wealth of information our spy ninja brought back from the Leaf Village are these ultra-cool replicas of your favorite *Naruto* characters. These Mattel figures fit perfectly in your pockets and are awesome tag-along ninja to take with you to the park, your friends' house and even school! (Oh, but wait for the break before busting them out, okay!)

NARUTO

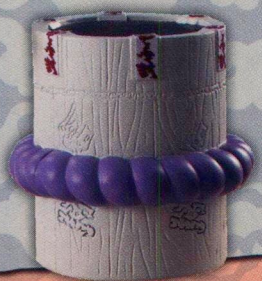
Naruto may be 4 3/4" tall, but the Nine-Tailed Fox Spirit inside him is way bigger and taller than you'll ever be!

Nope, Neji doesn't want to give you a hug, but we bet Hinata would like one.

NEJI

SASUKE

What detail! This 3" Sasuke flashes his Sharingan Eye and shows his curse mark! It's enough to make Sakura swoon!



CHOJI

With great articulation, this Choji figure could be great for playing catch! Er...

Ripple Junction

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HOW DO YOU FIGURE?

GAARA

Gaara's interactive accessories reveal his true nature. (And we don't mean his love for frolicking in the sand!)

ROCK LEE

Will Sakura finally succumb to his unique, yet endearing charm?

KIMIMARO

Kimimaro's bone swords remind you to drink milk every day! You never know when danger lurks. Better load up on calcium.

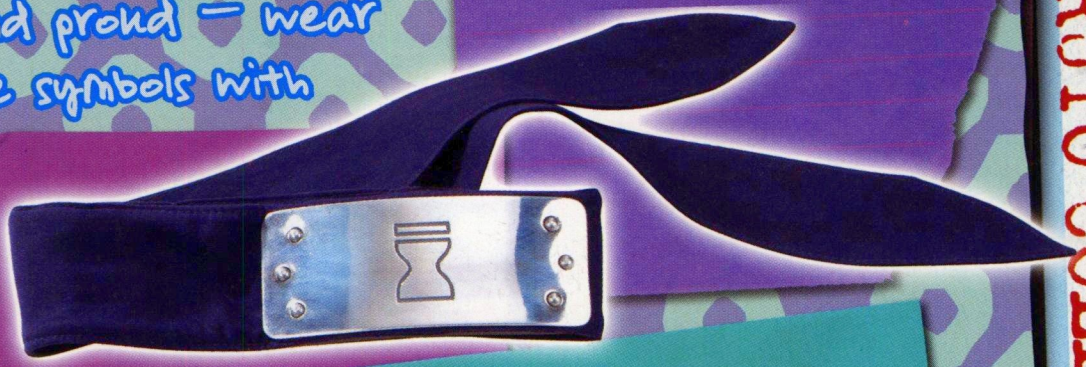
SHIKAMARU

Jumpstart Shikamaru's day! He needs a little boost of energy from time to time. But don't forget, this lazy ninja's one excellent tactician!

BAND TOGETHER!

Be loud and proud — wear your village symbols with pride!

And guess what else our ninja found? Headbands! You may still be working on your skills, genin, but you can pretend you've already graduated from the ninja academy!



Start your very own ritual. Don the headband before every mission – your success depends on it!

WEEP FOR WEAPONS

Get your hands on the ultimate ninja weapons, and teach Orochimaru a lesson the next time he comes to town! We imagine his tongue would be pretty hard to miss.

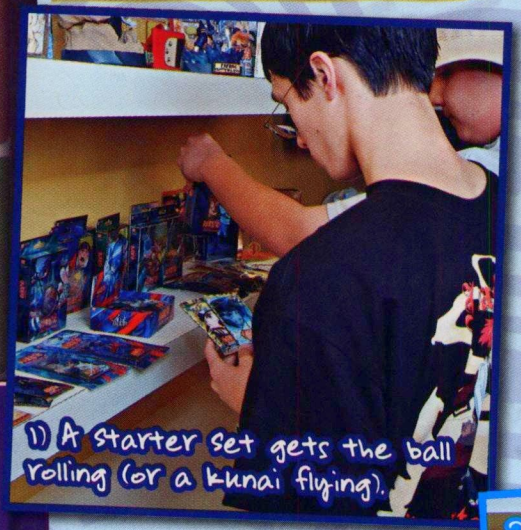
THE 9 STEPS TO NARUTO CCG MASTERY

Our undercover ninja faced lethal danger on this mission: to get the skinny on how to master the *Naruto* Collectible Card Game from Bandai. He's summarized his reconnaissance in the following CCG training manual – everything you need to know to start playing like a Hokage. Learn along with your ninja comrades...

You've trained hard enough up to this point, ninja. You're ready for the next step! (Well, in this case, the first step!)

STEP 1:

Nab yourself a Starter Set and other *Naruto* CCG game basics.



1) A starter set gets the ball rolling (or a kunai flying).

Starter Sets include 40 game cards (your basic *Naruto* Deck), 10 extra game cards (referred to as sideboard cards), a metal coin, a game manual and punch-out turn markers. A bit later, we'll get into what each of these elements is for.

Study this diagram, ninja. Know it like the back of your hand.

ANATOMY OF A CARD

- Symbol (Lightning, Wind, Water, Earth, Fire)
- Card Type (Ninja, Jutsu, Mission)
- Flavor Text
- Name
- Characteristics
- Subtitle
- Card Number
- Expansion Mark
- Effect
- Entrance Cost
- Hand Cost
- Support (Injured Status)
- Combat (Injured Status)
- Combat Attribute
- Combat (Healthy Status)
- Support (Healthy Status)
- Rarity (no dots = Common; 1 dot = Uncommon; 2 dots = Rare; 3 dots = Super Rare)

2) In this ninja's left hand is a starter set. That's a booster pack in his right hand.

Booster packs contain 9 randomly selected cards (6 common, 2 uncommon and 1 rare), 1 parallel holographic card and 1 Super Rare gold foil card.

CARD TERMINOLOGY

These are the several types of cards in the *Naruto* CCG Game: **1. Common cards** have no dot in their rarity icon area (see card diagram above), but don't underestimate them even though they're the easiest to get! **2. Uncommon cards** have one white dot in their rarity icon area. They're more difficult to collect than commons, but played right, they have the potential to be as powerful as rare and super rare cards. **3. Rare cards** have two white dots in their rarity icon area and are hard to collect. Their names are gold-stamped, and each of these cards has a powerful effect. **4. Super rare cards** have three white dots in their rarity icon area and are the most difficult ones to get. They shine like real gold, and each of them has a super-powerful effect to change the game. **5. Holographic cards** are the parallel versions of the common, uncommon and rare cards, but they're printed on shiny holographic cards. Cool! **6. Gold foil cards** are the same as super-rares but are printed in gold foil.

IT'S NEVER TOO LATE TO START!

Our intel shows that there are nine *Naruto* CCG series that have been released to date, but don't sweat the past, genin. You can mix and match cards from different sets, including promo cards! (Check past issues of SJ Magazine and previous *Naruto Collectors* for some super-cool ones!) As long as the Deck is legal, it's all good! (See basic Deck-building rules on page 38.)

CHECK OUT THIS NINJA-TASTIC COLLECTIBLE TIN!

We're not sure know how big your ninja pockets are, but we imagine it would be pretty hard to run and leap from tree to tree with a bunch of cards stuffed in them. So, how about those collectible tins? They come with several booster packs and promo cards!

* Bandai produces Starter Sets for every other series release.

YOU CAN'T WIN IF YOU DON'T PLAY

STEP 2:

Set up your *Naruto* CCG playing field.

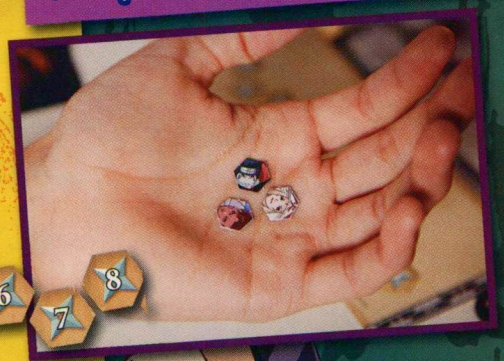
Rarin' to play, genin? On page 34, we told you what's inside each Starter Set. Now it's time to learn what each game element is for.

This is your 40-card basic Deck.

Here are another 10 cards to add to your basic Deck. These come with your starter set as well.

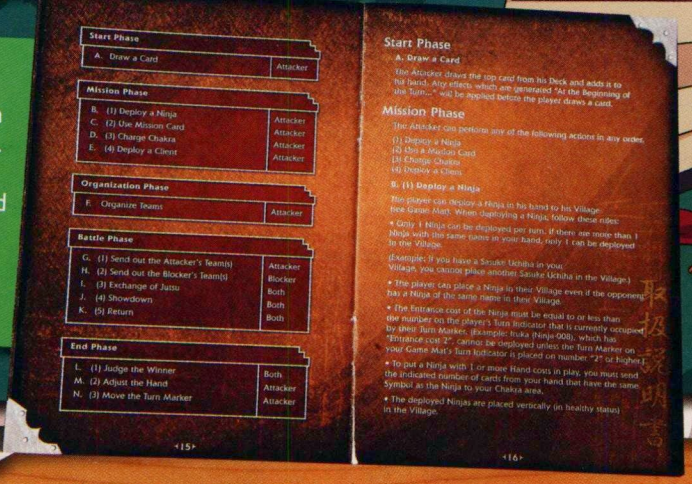
This is where it all happens. This is your official battlefield. Take note of the designated areas where your cards are supposed to go.

These are Turn Markers. Move them up the Turn Indicator section of your game mat to keep track of which turn you're on. It will affect which cards you can use at any given time.



This here's a special metal coin. Agree on which side is heads or tails and use it to decide matters as needed. (Some cards call for coin flips!) This coin must flip and rotate at least 3 inches up in air.

These are very important pages in your game manual. They give you the game sequence and basic structure of how the game is played.



KNOWLEDGE IS POWER!

STEP 3:
Get to Know Your Cards

Hold up, genin. You must first learn the four different types of cards before you can use them to build a Deck and start playing the game.

I. Ninja Cards

Ninja cards depict the individual ninja of *Naruto*. Any time a rule refers to "Ninja(s)," they mean any of these cards. If you look at the upper left-hand corner of the card, you'll see it says, "Ninja."

During the Battle Phase, Ninja can launch attacks, fight against other Ninja or protect their villages.

II. Jutsu Cards

Jutsu cards depict the different Ninja arts in *Naruto*.

By using chakra, increase the fighting power of your Ninja cards.

III. Mission Cards

Mission cards depict the different events and tasks in *Naruto*. Don't forget — only one Mission card may be played per Turn!

If used wisely, these cards can help you gain the upper hand in the game.

IV. Client Cards

Client cards depict the clients that offer jobs to the Ninja villages. The cards may also depict ordinary people in the world of *Naruto*. When the rules refer to "Clients," they mean any of these cards.

Unlike Ninja cards, Clients cannot be deployed to Battle, but they're able to support Ninja and Villages with their effects.

QUICK 'N' EASY *NARUTO* CCG TERMS #1

On your play mat:

- **Your Village** — Your home Village. Your in-play Ninja and Client cards stay here when not in Battle.
- **Your Opponent's Village** — Your opponent's home Village. Their cards stay there when not in Battle.
- **Battle Rewards** — These are the cards placed facedown on the Battle Reward area on your game mat. Winning 10 Battle Rewards scores you a win.
- **Chakra** — These are the cards placed face-up on the Chakra area on your game mat. They're needed to pay the Jutsu cost of the Jutsu cards.
- **Charge Chakra** — This means to move cards from your hand to the Chakra area.
- **Discarded Cards** — These are the cards that have been used and placed face-up in the Discard Pile for reference.

IF YOU BUILD IT, THEY WILL COME

STEP 4: Build Your Own Deck

Deck-building is a lot like assembling an army. Based on your available soldiers — in this case, CCG cards — you get to pick and choose your team. There are different types of Decks, and you'll learn more about them as you get better at playing the game.

THE 3 SIMPLE RULES OF DECK BUILDING

- There should be exactly 40 cards in your Deck.
- You can have up to 25 Ninja cards (excluding Platoon Ninja cards) in your Deck.
- You can have up to three copies of cards with the same card name.

Make sure you have a healthy smattering of Ninja cards to beef up your Deck!

Since Ninja cards are crucial, most top players include 25 of them in their initial Deck. Oh, but make sure you throw low Entrance Cost Ninja into the mix to prevent your opponent from winning the game long before you get a chance to play your Turn 5 and 6 Ninja! **Remember:** If your turn marker is on Turn 1 on the Turn Indicator portion of your play mat, you can only use Ninja cards with an Entrance Cost of 1 or less.

QUICK 'N' EASY NARUTO CCG TERMS #2

Your cards:

Hand — The cards in your hand, which only you should see. Don't let your opponent in on what kind of Deck you have. They should only find out when it's too late!

Combat Attributes — These are the Ninja cards' fighting methods.

X — X means any number except 0.

(+X/-X) — Additions or subtractions to the Ninja's Power.

Genin/Leaf/Male — "Genin" refers to that Ninja's rank as part of their Characteristic. "Leaf" means that this Ninja's Characteristic is "Leaf."

SET THE STAGE FOR PLAY

STEP 5:
Set Up Your Game Environment

Things are heating up, genin! Now that you've got a working knowledge of the cards and you've successfully built your very first *Naruto* CCG Deck, you're on your way to playing your very first game. But first things first...

1) Let's Vault In!
Attach the Battlefield section of your game mat to your opponent's.

Engage in battle, ninja!

2) Play Genin Roshambo
That's rocks-papers-scissors to you. The winner decides whether or not they want to go first.

3) Shuffle Like a Pro
Shuffle your Deck well, and have your opponent cut your Deck.

4) Break Out Your Magic Fingers!
Draw six cards from your Deck and place them in your hand. Keep the cards you drew if you like them. If not, follow these steps:

- Return all six cards to the Deck and reshuffle it.
- Ask your opponent to cut your Deck.
- This time draw only five cards.
- If you still don't like your cards, repeat the redrawing, but with four cards. This is your last chance to draw cards.

Let's hope you got a good hand!

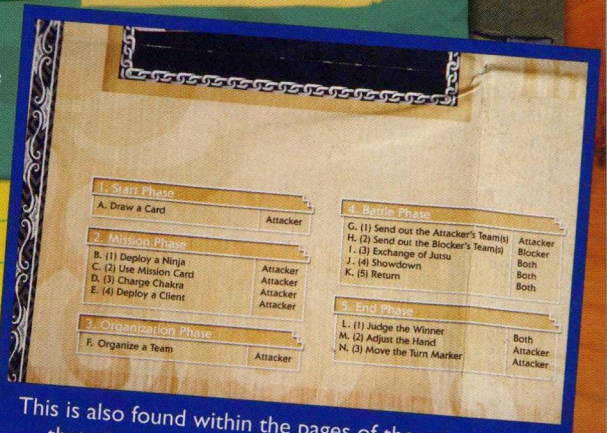
COLLECTOR

GAME PLAY SEQUENCE

STEP 6:
Follow the 5 Phases of Game Play

Now you're ready to play. (We know your headband's already in place, but play fair, ninja – put away the shuriken!) It's time to focus your attention on the 5 Phases of Game Play on your play mat.

Now, let's assume you won at roshambo and are going first. According to the Start Phase in the sequence of play on the right, the Attacker (that's you, genin) draws a card.



This is also found within the pages of the game manual that comes with your Starter Set. (See page 36!)

Now, on to the Mission Phase. It says you may do any of the following: a) Deploy a Ninja, b) Use a Mission Card, c) Charge Chakra or d) Deploy a Client. Each move has its own rules and conditions, so turn to page 16 of your game manual to find out what they are. For the purposes of game simulation, we'll assume you chose to Deploy a Ninja.

After the Mission Phase is settled, you then move on to the Organization Phase. And you know what time it is — it's combo time! You get to organize the Ninja in your Village to create Teams.

Follow these three simple rules when creating Teams:

- Each Team can consist of 1 to 3 Ninjas.
- There's no limit to the number of Teams the player can organize.
- All the Ninja in the Village must belong to a Team.

Remember: Once the Teams are organized, the players can't change them until their next Organizational Phase! (See page 18 of the game manual for more detailed instructions on creating Teams.)

Check out those cool play mats on either side of the game area. (They're tournament prizes!)

TEAMS WILL SAVE THE DAY

STEP 7:

Start Creating Basic Combos

Check out these 3-Ninja Teams – just like in the manga. Take note of the positioning of the cards and how the points are counted in these particular combos.

In this team, the Ninja are in what's called "Healthy" status (vertical).

The Team Power of the above combo is 12. Here's the breakdown:

The First Hokage (PR-018)'s 6 Combat + the second card's 3 Support + the third card's 3 Support = 12. The First Hokage is considered the "Head" Ninja of the combo because it's in front. The second and third cards are referred to as "Back" Ninja.

In this combo, the Head Ninja (Jiraiya) is in what's called "Injured" status (horizontal).

When the Head Ninja is injured or receives 1 Damage — that is, when his (or her) effect is negated or blocked — turn the card sideways and use the Combat and Support numbers on the side of the card. In this case, it's 6 Combat/2 Support. The total Team Power of this Team is now 9. Jiraiya's 6 Combat + Izumo Kamizuki's 1 Support + the third card's 2 Support = 9.

LET'S GET READY TO RUMBLE!

STEP 8:

Go to Battle With Your Cards

And now we're on to the Battle Phase – 4-G [Send out the Attacker's Team(s)] to be exact.

Let's assume that you're Team A in this scenario. This is the start of what's called a "Chain." A Chain starts when one of the Ninja uses a Jutsu card.

Injured status Naruto Uzumaki (N-001) (3 Combat/1 Support) as the Head Ninja and Healthy status Shikamaru Nara (N-005) (0 Combat/2 Support). Team Power = 5.

And let's assume that Team B has these cards:

Healthy status Sasuke (N-002) (3 Combat/1 Support) as the Head Ninja and a Healthy status Sakura Haruno (N-003) (1 Combat/1 Support) as Back Ninja. Team Power = 4.

Here comes Battle Phase 4-H [send out the Attacker's Team(s)].

This card's effect reads: "The target gets +3/+0 during this turn."

Let's say Team B is sent out to Attack and Team A blocked that Team. During the Exchange of Jutsu (Battle Phase 4-I), let's assume that Sasuke uses a "Cross-Shaped Shuriken" (J-002) Jutsu card, which has the effect of giving the user (Sasuke) +3/+0 until the end of the turn. If this Jutsu goes through (meaning Team A doesn't cut in with a Jutsu card of their own), Sasuke becomes a 6 Combat/1 Support Ninja until the end of the turn. This means the total Team power of Team B will add up to 7 — 6 (Sasuke's Combat) + 1 (Sakura's Support) — thereby beating Team A's Team Power of 5.

THERE CAN BE ONLY ONE

STEP 9:

Declare a Winner for That Battle

Now comes the tricky part, so pay close attention, genin. We're about to discuss 4-I (Exchange of Jutsu) if Team A decides to play a Jutsu card in response to Team B's.

Let's pretend that Naruto (N-001) uses a "Substitution Jutsu" (J-017) Jutsu card, which switches the positions of the Head Ninja and a Back Ninja in a Team, and Team B decides not to play any more Jutsu cards after this in the Chain.

The Jutsu card's effect reads: "Switch the position of the target's Head Ninja and Back Ninja(s)."

PER THE NARUTO CCG RULES, JUTSU EXCHANGES ARE SETTLED IN REVERSE ORDER!

Now it's time for 4-J (Showdown)!

So in this case, Naruto's "Substitution Jutsu" Jutsu card was played last, so it must be resolved first. And since its effect is to switch the positions of the Head and a Back Ninja of Team B, now Sakura (1/1) is the Head Ninja and Sasuke (still 3/1 up until this point) becomes a Back Ninja. As a result, Team B's Team Power has been changed to 1 + 1 = 2.

New card position after the switch.

Now it's Sasuke's "Cross Shaped Shuriken" Jutsu card's turn to be resolved. But since this card is supposed to give Sasuke +3/+0 until the end of the turn, this card effect does not affect a Back Ninja (in this case, Sakura Haruno). Their Team Power remains +1/+1 = 2.

Outcome: The final result of this Battle is...

Team A = 5 vs. Team B = 2. Team A wins this turn!

At the end of that Battle, the losing Team's Head Ninja received 1 Damage and the cards return to their respective Villages on the play mat (4-K – Return), bringing us to Phase 5 of the game sequence: the End Phase.

The steps under End Phase are pretty easy to follow, but we will go the extra mile to remind you not to forget to move your Turn Marker on the play mat to Turn 2. Remember, it affects what cards you can play on your next turn!

If an attacking Team is unopposed (not blocked) and its Team Power is 4 or less, the attacking Team gets 1 Battle Reward. You get Battle Reward cards from your opponent's facedown Deck. If its Team Power is 5 or more, they get 2 Battle Rewards. When a player wins 10 Battle Rewards, they win the game!

5 NARUTO CCG TIPS FROM A MEIJIN

We ambushed San Francisco *Naruto* CCG Meijin Skippychan and threatened to steal some of his Super Rare cards unless he agreed to give five quick and easy tips for new players. And we're sure glad he agreed!

Tip #1: Visit www.bandaicg.com/naruto! Read up on the latest card rulings, rules FAQ and lists of card text errata.

Tip #2: Purchase card sleeves and Deck boxes to protect your Deck. Keeping your cards in good condition gives you equal footing when trading with other *Naruto* CCG players.

Tip #3: Include 22 to 25 Ninja cards in your Deck. Having more Ninja in your Deck decreases the chance of losing a match early on. **Remember:** Platoons (two Ninja teamed-up on one card) are not considered Ninja cards and don't count toward the total maximum Ninja in your Deck.

Tip #4: Create a Sideboard for your Deck to protect yourself from unexpected game Decks at tournaments. An extra 10 cards could go a long way. And test your Deck before playing in tournaments!

Tip #5: Have a good time! Don't forget that you're playing ninja with cool cards — how fun is that?!

NO REMORSE FOR TRUE KILLER DECKS!

Here's the exclusive dirt our spies dredged up on Naruto CCG Killer Decks on the loose!

Many Decks in the *Naruto* CCG have shaped the way players go about winning the game. With Set 8: *Battle of Destiny*, new and more explosive Deck types are surfacing, with the power to take the game by storm.

The aptly named **Sexy Gaara Deck** has been the main focus of every player since the release of Gaara of the Desert (PR-US009). The main focus of the Deck is using direct damage abilities, such as Paper Bomb (J-067) and Suicidal Action (J-234). After injuring a Ninja, many players will use the staple of this Deck, Gaara of the Desert, to "throw" the injured Ninja — and deal another Damage.

A new Deck type that seems to be on the tip of everyone's tongues is the up and coming **Mill Deck**. With the new Double Headed Wolf (N-273), Wolf Fang Over Fang (J-236) and Dynamic Marking (J-236), milling an opponent's Deck becomes an easy win solution. Many people are suggesting splicing the Deck with Earth cards for that extra defensive edge, while others choose to stick with the old adage: add power with power and use Fire/Lightning.

One of the Deck types that has been steadily gaining steam is the **Jonin's Intervention Deck** (M-106). The main combo in using this deck is to play Nawaki (N-209), then Jonin's Intervention to play a guaranteed Jonin on the same turn. Many cards from the new set could add to the destructiveness of this Deck type, including Tsukuyomi (J-US055). Think of playing Itachi Uchiha (N-C008), then playing Tsukuyomi and destroying your opponent's hand.

The final Deck type that everyone is looking forward to is the **Sound Ninja 5 Deck** type. Everyone has been looking forward to the new Sound Ninja 5 in their powerful State 2 forms. Kidomaru (N-280) to Tayuya (N-283) covers all of the base Sound Ninja 4 ninjas, but the all-powerful Kimimaro (N-279) ninja card introduces Water to an incredibly powerful alternative to winning. Although every Sound Ninja 5 ninja presents an interesting way to control the opponent, Kidomaru presents the ultimate in direct Damage.

SILENT BUT DEADLY: THE 10 MOST UNDERRATED CARDS!

Fresh from a reconnaissance mission in the perilous realm of the Leaf Village, where our spy ninja barely escaped by the steel skin of their kunai, comes this top-secret intel on some very powerful – yet underrated – cards. If they're buried somewhere in your Deck, now would be a good time to dust them off and use them!

1. Naruto vs. Sasuke (PR-018):

This card is essential in any rush Deck. Combining this card with simple Lightning pumps can easily give a player the win or a significant edge during early- or late-game situations.

2. Futaba (C-019):

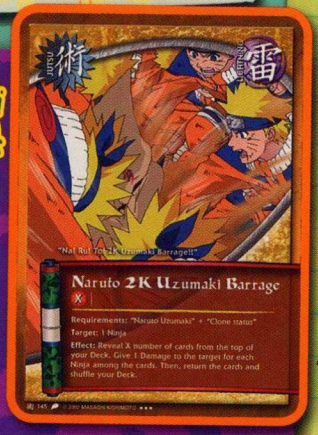
With Damage Decks centering around Gaara (PR-US008), being able to heal a Ninja may become more important, so adding the ability to draw when healing a Ninja will give any player an edge over their opponent.

3. Fire Style: Dragon Flame Jutsu (J-073):

This is currently the most underrated Fire Jutsu in the game. With the Four Sound Ninja Decks starting to become popular, this is a great card for turning the tables on Water Decks or even killing an annoying Gaara (PR-US008).

4. Naruto 2K Uzumaki Barrage (J-145):

When this card first came out, it was overshadowed by the Third Hokage (N-163). But just like the Third Hokage, this is a game-changing card that can target any Ninja on the field and remove it with astonishing regularity.



5. Sakura's Decision (M-080):

Potentially the most powerful draw card in the game because it can draw 3+ cards (depending on the Ninja). Its only drawback is you have to injure your Ninja, but if you can combine this card with any healing Jutsus or abilities, it shouldn't hurt you at all.

6. Temari (N-060):

With Damage as a result of Jutsu or Ninja effects becoming more popular, having this Temari in your Deck should give you a huge advantage. This card combines giving Damage with its effect of discarding a card from your opponent's hand, which will limit their hand size during the early stages of the game, giving you an advantage.

7. Palm Healing Jutsu (J-132):

The most powerful healing Jutsu in the game by far. Having just one medical Ninja card on the field could potentially heal multiple Ninjas at once, which could also turn the tide against an aggressive adversary or let you stall until you need the Jutsu, Ninja, or Mission card that could deliver a win.

8. Hizashi Hyuga (N-141):

Deep Forest Creation Jutsu (J-US024) is perhaps the most devastating Jutsu card in the game because your opponent could potentially earn 6 Battle Rewards in one turn, but Hizashi can counter that problem by discarding himself to give you time to recover.

9. Sasuke Uchiha (N-086):

A good card when it first came out even though it was overshadowed by its other variants, this Sasuke is a great card to put into any Mental-based Deck. Having the capability to acquire any Mental power on the field is a huge advantage.

10. Great Ninja (M-088):

This Mission card allows you to correct a critical mistake, especially in a Lightning-based Deck. By accidentally charging a much-needed Ninja, this card lets you pull back that Ninja and put it into action where it can do some Damage or scare your opponent into giving you Battle Rewards.

SERIES 9

TRAINING | STUFF | VIDEO GAMES | CARDS | TOYS | ANIME | MANGA | CREATOR

N-307

An effective counter to Temari (N-US025) and Byakugan-type Jutsus.

N-308

Powerful 5/2 stats but only works well in non-Leaf Deck types.

N-309

Goes great in a Genin Rush Deck.

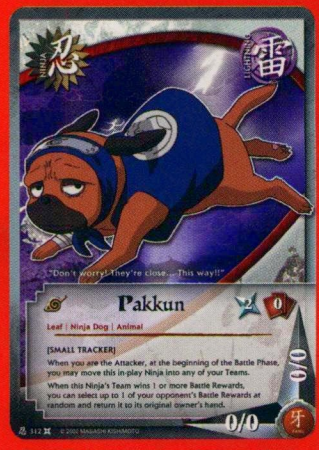
N-310

A great countermeasure against Caged Bird (M-150) or Cursed Fate (M-US016).

N-311

Better than Tenten (N-096) because this one can use Kunai Jutsus, plus other Jutsus like Escape Jutsu (J-020) for free.

N-312



Wait until your opponent declares Blockers, then move Pakkun into an unopposed Team and put one of your opponent's Battle Rewards into your hand.

N-313

An easy way to remove your opponent's Permanent Missions, and this will enable you to do it more than once.

N-314

Goes well with Mission-negating Hayate Gekko (N-122) because you can negate a Mission with Hayate and get a Growth Coin on Yugao.

N-315

The first Shizune with Jonin rank and a great Support Ninja that can reduce Damage to the Head Ninja. Combos well with Might Guy (N-317).

N-316

Kakashi goes Mental! A Kakashi with a draw ability and Mental Power 3 — need we say more?

N-317

Might Guy can now be added to Growth Decks.

N-318

Comes in play as an 8/6 and if you have enough Chakra you can keep him that strong.

N-319

This near-invincible Jiraiya is great for using Rasengan (J-210) because he is unaffected by so many of your opponent's effects.

N-320

This Orochimaru is able to use almost any powerful Jutsu such as Deep Forest Creation (J-US024) or Bracken Dance (J-264).

N-321

Plain and simple: heal before Battle.

N-322

Great optional effect for draw power.

N-323

Opponents will think twice when going against this berserker because even when they win, they lose.

N-324

Time it right, put Kisame in play, discard almost all of your opponent's Chakras and then Attack knowing that your opponent won't be able to play any Jutsus.

N-325

Anti-Water draw power, perfect against the Sound Ninja Four Decks.

N-326

Control all the early Battles to gain the edge.

N-327

New and improved Sakura that can heal.

N-328

Sneak out an extra Ninja with this effect.

N-329

Delay your opponent's important Missions such as Appearance (M-051) or Reunion (M-209) for the edge.

N-330

A great Support Ninja for Growth Decks.

N-331

If you're lucky, this Ninja will keep coming back in Healthy status.

N-332

Tired of your Mission cards getting negated? Let the kids handle it.

N-333

Play it right and you can get up to three Ninjas in play in one Turn.

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N-334

Overwhelm your opponent with Tsunade's massive power.

N-335

Use this quick pump to win that crucial Battle.

N-336

Keep bringing Mizuki (N-335) or the Foolish Brothers (N-337 and N-338) back with this effect.

N-337

Combat 7/0 is strong on Turn 4, but combo him with his brother for a massive 9/0.

N-338

Combat 7/0 is strong on Turn 4, but combo him with his brother for a massive 9/0.

N-339

Insurance against one of the most powerful Jutsus in the game — Secret Wood Style Jutsu: Deep Forest Creation (J-US024).

N-340

Combo her with the other "Bee" Ninjas to maximize the "Bee" Growth effect.

N-341

Combo him with the other "Bee" Ninjas to maximize the "Bee" Growth effect.

N-342

Combo him with the other "Bee" Ninjas to maximize the "Bee" Growth effect.

N-343

We finally get a Naruto card that goes into a Taijutsu Deck.

N-US066

Rasengan (J-210) and Chidori (J-131) will run over anything in their path.

N-US067

Throw some extra back-up into the Team after your opponent has declared his Blockers.

N-US068

Great options for either way you put this Platoon in play.

N-US069

Combo this Gaara with any Wind discard effects like Sakura (N-327) or just use it to Generate Wind Chakra every Turn.

N-US070

For 2 Wind Chakra, almost guarantee that your opponent's best Team cannot Block Gaara each Turn.

N-US071

Another great way to brush away your opponent's Permanent Mission cards.

N-US072

Play it right and bring Gamabunta (N-128) in play on Turn 2.

N-US073

This Ninja will help keep your Orochimaru (N-320) immortal.

N-US074

Each Turn you'll be able to exchange a card in your hand for a better one from the top of your Deck.

N-US075

For those times you don't have a "Puppet" Ninja in your hand.

N-US076

If you're lucky, Sakura can hold off almost any high-power Team.

N-US077

The strength of this effect is the flexibility to heal a Ninja at the beginning or end of your Turn.

N-US078

Your opponent will have a painful decision when going against Kisame.

N-US079

Bring out Gamabunta (N-220) on Turn 4!

N-US080

Recover all the Sound Ninja Four you might have lost earlier.

N-US081

Keep super powerful Ninja like Tsunade (N-334) under control with this ability.

N-US082

Take your opponent by surprise when you have nothing in your Chakra Area.

N-US083

Become a monstrous 10/8 Ninja for one Turn or put Monkey King Enma (N-164) in play.

N-US084

Play both of these powerful high-Chakra cost Jutsus for free.

N-US085

Pay 2 Wind Chakra and you get a Healthy 5/4 Ninja with Mental Power: 1.

N-US086

A great support Ninja if you can guarantee you will have a lot of Water Chakra available.

J-276

Peeking at three cards in your Deck is good, but giving Clone Status for those Narutos without it opens up a lot more options.

J-277

Gives you that Mental boost you need to win the Battle.

J-278

Use your luck to get your opponent's Team down -6/-6.

J-279

You've got a good chance of dealing 1-2 Damage to your opponent's Ninja.

J-280

Pump up Sasuke's Combat Value and injure high-Entrance Cost Ninja.

J-282

Gives you a quick +3/+3 boost and secret pills, which allow any Ninja to use Animalization (J-283).

J-283

Gives anyone with secret pills a boost and a possible Outstanding Victory. If you need secret pills, play Orochimaru's Secret Drug (J-282) first.

J-284

If your opponent doesn't have a "Sannin" or "Satoosa" in play, then your Fujin (N-337) or Raijin (N-338) is guaranteed a Victory.

J-285

Get the right cards you need in the Chakra Area or get the wrong cards out of your Deck.

J-286

Get by those effects and Jutsus that deal Damage before or after the Showdown.

J-287

Save your whole Team from Jutsus like Water Style: Giant Vortex Jutsu (J-034) for only 1 Wind Chakra.

J-288

Total cost of 2 Chakra and you deal at least 1 Damage guaranteed and 2 Damage if you're lucky.

J-289

Injure those pesky Back Ninjas like Shikamaru (N-US014) with high-Support and low-Combat but great Ninja effects.

J-290

1 Earth Chakra to deal 1 Damage on defense is awesome.

J-291

Hinata becomes one of the most powerful Blockers by getting +6/+6 and Jutsu immunity.

J-292

Good because it's cheap and flexible. 1 Earth Chakra to drop a Ninja -2/-2 or -2 Mental Power gives you a good lead.

J-293

Get lucky and deal 1 Damage.

J-294

Lucky coin flips and you reduce a Ninja -6/-6 and deal 1 Damage.

J-295

Get a disposable Head Ninja with this Jutsu.

J-296

Get a +8/+0 pump and, if you win the Battle, remove a Ninja from play.

J-297

Flip two heads and take out a Ninja. Since you get three flips, the odds aren't that bad.

J-298

A great Jutsu if your Deck combines card draw for you and card removal from your opponent.

J-299

Use Sakura (N-US006) Ninja ability to re-arrange the top of the Deck and then play this to give Hinata a massive boost.

J-300

2 Earth Chakra and you'll deal at least 1 Damage.

J-301

High risk and high reward. Luck out and give Might Guy a +15/+0.

J-302

If you build a Deck around this, you can hit every Ninja on your opponent's side in one move.

J-303

Use the +5/+0 pump to ensure Victory and then take out a Ninja.

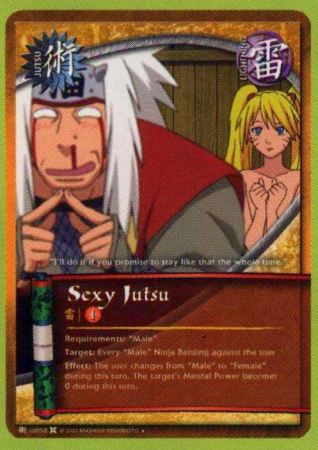
J-304

If you can flip at least two heads, then the green beast will run through a Ninja.

J-US057

Good pump and the user can only be Damaged in the Showdown, which lets you fight more freely.

J-US058



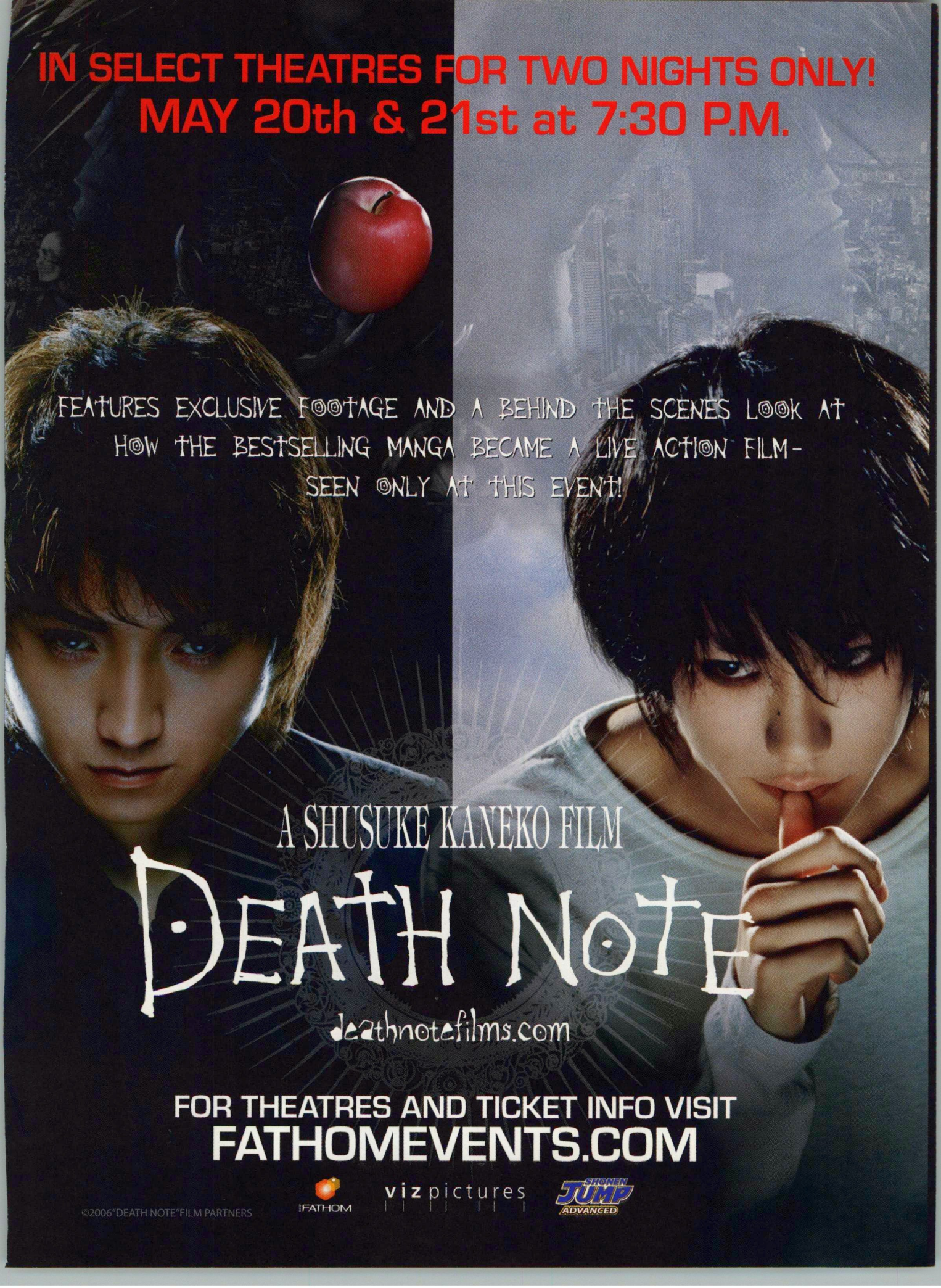
Turn those smart Mental Power guys into idiots with this Jutsu.

J-US059

Pump and heal is great because you get a little insurance against all those Damage Jutsus.

J-US060

Injure the weakest link of a Team.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J-US061

Get rid of those strong Fire Jutsus before they can even be used.

J-US062

Eat up two cards from your opponent's hand for only a 2 Earth Chakra.

J-US063

Best if used in a Mental Deck because it gives you cheap Jutsu protection and the -2/-2 penalty doesn't affect your Mental Power.

J-US064

Have the Neji and Hizashi Platoon (N-US084) use this Jutsu for free.

J-US065

Win the Battle and deal 1 Damage to a Stand-by Ninja kicking back in the Village.

J-US066

This Jutsu gets better the more you are losing. Play this when your opponent is winning and wipe out his Team to come back.

J-US067

If your opponent is using Damaging effects or Jutsus, use this to take him down with you.

J-US068

Hit one of those low-level support Ninjas.

J-US069

Strategically move the right cards into your Chakra Area.

J-US070

Redirect a Jutsu like 8 Trigram (J-006) right back at your opponent.

J-US071

You can call it "brain food pills."

J-US072

Bring Shukaku out on Turn 2!

J-US073

Let a weak Ninja in the Team bite the dust to have the big Ninja go on and fight again.

J-US074

Discard your opponent's key Chakra before they can use it.

J-US075

If your opponent plays any Jutsus that let them draw, add this to the Chain and randomly discard the same amount from their hand.

J-US076

Change the target and redirect a Jutsu like A Thousand Needles of Death (J-035) and injure a Stand-by Ninja.

M-268

Use this to put the right cards you need in your Chakra Area.

M-269

Play this to level the Mental playing field and counter those pesky Mental Decks.

M-270

Kind of specific but a great counter to a Deck built of "Prisoner" Ninjas.

M-271

It never feels good to give up Battle Rewards, but at least you can reduce your opponent's Chakra.

M-272

A great search card because it can be modified to search for either Ninja, Jutsu or Mission cards.

M-273

Take the risk and you'll be up two cards or your opponent will be up 1.

M-274

If your opponent has multiple in-play Permanent Missions, you can get rid of them by sending them all back to their hand.

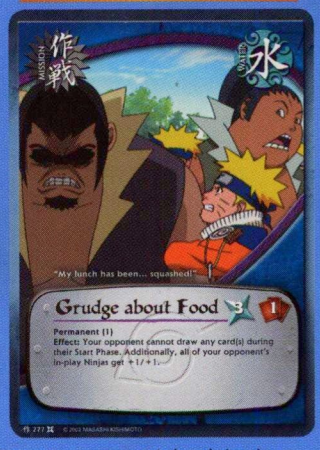
M-275

You can search for your "Prisoner" Ninjas but might lose them to chance.

M-276

Use one of your "Chunin" or higher Rank Ninjas to get that last Battle Reward.

M-277



Keep your opponent's hand size down with this.

M-278

Allow your low-level Ninja to use healing Jutsus like Healing Technique (J-207).

M-279

Have your opponent's female Ninja hold their Teams back.

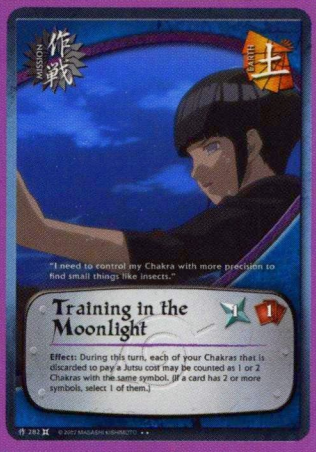
M-280

Gain time to build your forces with this card.

M-281

Combo this with Shino or his Dad to get an extra two Ninja in one Turn.

M-282



This Mission is perfect for high-cost Jutsu like Supreme Ninjutsu: One's Own Rule (J-301).

M-283

Delay your opponent or discard two of their cards — their choice, your gain.

M-284

This should eventually let you search for any Ninja you need.

M-285

Wear down your opponent's Chakra and stop them from using Jutsu.

M-US051

Use this on all the new Gaaras to make them 6/3 Healthy.

M-US052

Combine this with Hinata (N-330) and any Jonin for a super-power Team.

M-US053

Give one of your Genin any Combat Attribute, like "Sand."

M-US054

Your opponent has to think twice about how to Block your Attacking Teams because you can change them with this move effect.

M-US055

Always ensures that you have at least 1 Chakra for the whole game.

M-US056

Gives Kunoichi Decks a big boost because they'll have Ninja effects while most other Decks won't.

M-US057

You can chump Block any of your Proctors to take down a high-threat Ninja.

M-US058

Stop your opponent from sending out Teams with any high-Rank Ninja.

M-US059

Mental Decks now have a new way to injure Ninja.

M-US060

A new way to protect your Chakra.

M-US061

If played right, this card can take down almost any Ninja. Similar to Paper Bomb Jutsu (J-067).

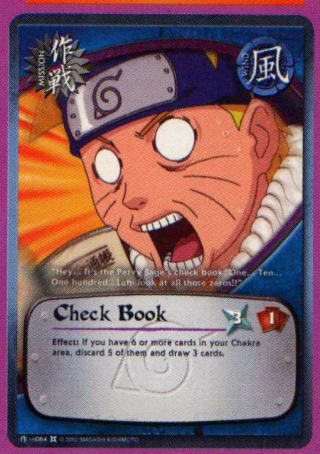
M-US062

A little defense boost for normal or Mental Power Battles.

M-US063

Recovery of Ninja for Taijutsu Decks.

M-US064



If you have excess Chakra, you can burn it for draw power.

M-US065

If you're the gambling type, then this card draw Mission is for you.

M-US066

Burn 5 Chakra on a Jutsu or effect and add two valuable cards to your hand.

M-US067

Single out your opponent's problem Ninja and keep them from teaming up.

M-US068

Stop those 1 Ninja Teams from gaining Battle Rewards.

M-US069

You've seen how many coin-flip effects have been added, so curse your opponents with tails for three turns!

M-US070

Give up 2 Battle Rewards early on to use +4 Mental Power in the long run.

M-US071

Combine this with Legendary Sitting Duck (M-US069), especially if you can't hurt your opponent's Ninja during the Showdown.

M-US072

Use your injured Ninja to weaken your opponent's Ninja Teams.

M-US073

Turn one of your Ninja into another, like a Gaara card to play a key Jutsu card.

M-US074

Play havoc with your opponent's card draw effects.

M-US075

Forces your opponent to send important Ninja out to Battle.

M-US076

Put coins on those Permanent Missions you really want to keep in play.

M-US077

Fire Decks have a new Ninja search card with an improved chance.

M-US078

Stops your opponent from chump blocking.

M-US079

Keep those mixed Teams from Battling, which causes problems since almost everyone plays with mixed Ninjas.

M-US080

Discard two cards you don't need to reduce your opponent's Battle Rewards and get two cards back.

M-US081

Does what it says — wipes out Permanent (X) Missions like the much-hated Caged Bird (M-150).

M-US082

Play this on any of your opponent's Ninja that you like. Discard the Ninja and it's yours.

M-US083

Shut down any attempt to use Deep Forest Creation Jutsu (J-US024).

M-US084

Stop your opponent from rearranging team set-ups. A counter to Kimimaro (N-305).

M-US085

Double up your Clients for some crazy combos.

M-US086

If you don't like your hand, swap it and draw an extra card.

C-037

Bring back your powerful Ninja after they've been removed from play.

C-US001

Super powerful because it negates powerful Jutsus and it's not a Jutsu.

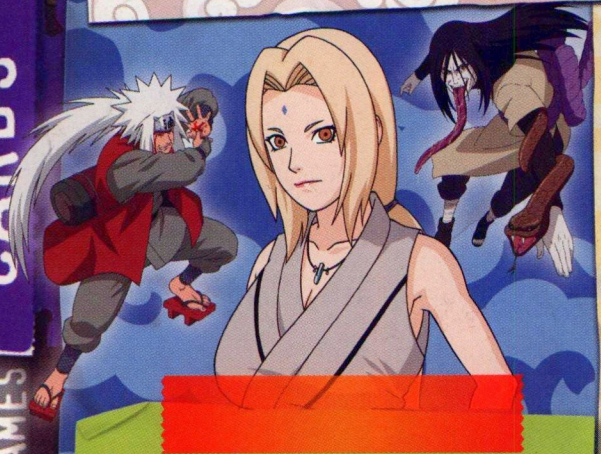
WHAT'S NEXT IN THE NARUTO CCG?

Our fierce ninja spies didn't just run off with *Naruto* CCG loot, they also held hostage some friends at Bandai to get the lowdown on what genin like you can expect from the game!

The Five Hokages Come Alive!

It's time to gear up for Series 10, ninja! Our ninja cohorts at Bandai let on that the yet-to-be-named new *Naruto* CCG series will hit shelves on Aug. 22! So put on your headbands and let the shinobi spirit wash over you because this set will focus on the lineage of the Five Hokages of the Leaf Village!

The long wait for a Fourth Hokage card is over! Not only will Series 10 have it, this brand-new series will also feature the younger versions of the legendary Sannins — Tsunade, Jiraiya and Orochimaru! Look for these cards, as well as the U.S. exclusive cards that were never released in Japan.



BIGGER, OLDER, BETTER

Look for older versions of familiar *Naruto* characters in the *Naruto* CCG universe towards the end of the year. Bandai looks forward to adding the new versions of your favorite characters to expand the game into new styles of gameplay. Go to www.bandaicg.com/naruto for more details!

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Flash Your Skills!

You might be a legend in your own mind, genin, but there's only one way to find out how great you are — play in tournaments!

Are You the Next Sannin?

It's time to crown a new Sannin player, and you know what that means — competition will soar and prizes will be bigger than ever! This year's Sannin tournament will be held at GenCon Indianapolis from Aug. 14 - 17.

But first things first, ninja — you must qualify for the Sannin tournament by placing at a Genin, Chunin, Jonin or Kage tournament. Ask a local Bandai "Meijin" (volunteer) at your local hobby retailer for details on how to qualify.

If you're a top player but can't get to Indianapolis, look for a Kage tournament in your area. There will be five Kage tournaments representing each Ninja village — Leaf, Sand, Stone, Mist and Clouds — that will be held in California, Colorado, Florida, Ohio and Texas before GenCon. These tournaments are open to everyone, and they're your only chance to qualify for the Sannin tournament!

Ninja on a Plane

Aside from the awesome consumer electronics and *Naruto* CCG goodies as prizes, the top finishers from each village's Kage tournament will win free airfare to compete in the Sannin tournament at GenCon Indianapolis! So pack your bags, because that could be you!

"A god of death has no obligation to completely explain how to use the note or rules which will apply to the human who owns it."

But for fans, we've created these detailed Death Note companions.

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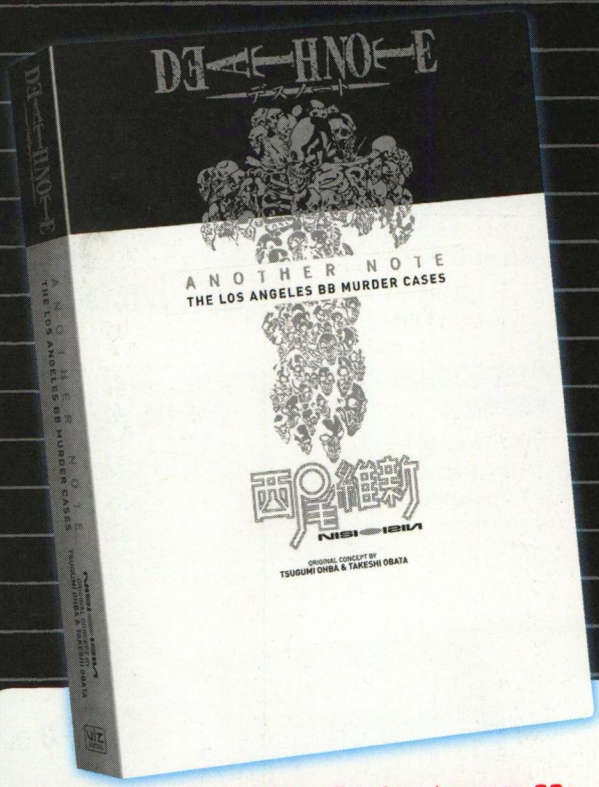

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SHONEN JUMP NARUTO ULTIMATE NINJA 3

We've infiltrated the Leaf Village and stumbled across a secret training simulator used by their young ninja for combat situations. It comes in the form of a "video game" called *NARUTO: Ultimate Ninja 3* that they claim is the latest addition to an acclaimed fighting franchise. The fighting simulator enthusiasts and knuckle-minded ninja from the Hidden Leaf Village seem to revere this series as *the* ultimate *Naruto* fighting experience. They say number three promises to bring even more action to the screen, with the largest roster of characters ever, expanded virtual areas for exploration and the ability to summon giant creatures!

NARUTO

The little ninja that could! He's the star of the show and the first to jump into the fray regardless of the consequences! As reckless as he is brave, Naruto's determination has won over his many friends, and even some of his enemies!

Special Attack: Clone Jutsu: Crown of the Head Cut

This is a 6-hit combo that ends with Naruto's shadow clone striking the opponent on the head.

Command Input: ○,○,○,↓ + ○

Special Attack: Jumping Shadow Strike

This is a 5-hit combo that launches the opponent in the air.

Command Input: ○,○,○,← + ○

SASUKE

He was the bane of Naruto's existence, but later became his best friend. Shamed by the atrocities committed by his powerful older brother, Sasuke's filled with anger! Could his smoldering heart be the reason girls like him so much?

Special Attack: Gale Force Kick

This is a 6-hit combo that ends with a forward somersault kick.

Command Input: ○,○,○,↓ + ○

Special Attack: Flame Wing

This is a 6-hit combo that launches the opponent in the air.

Command Input: ○,○,○,← + ○

SAKURA

Growing up training with a hard-headed Naruto, as well as a cold and aloof Sasuke, this young ninja didn't have it easy! Guided by the commanding voice inside her head, she soldiered on and became quite powerful!

Special Attack: Punishment Combo

This is a 4-hit combo that knocks the opponent away, which can be followed up with an extra hit.

Command Input: ○,○,○,→ + ○

Special Attack: Rotating Strike

This is a throw that is performed while in the air that kicks the opponent away which can be followed up with an extra hit.

Command Input: (Aerial Throw) ← + ○

ROCK LEE

Unable to use ninjutsu or genjutsu, Lee became a noted master of taijutsu. Training was never easy for him, but he attained a high level of combat efficiency with sheer determination and endless practice!

Special Attack: Green Flash

This is a 5-hit combo that launches the opponent in the air.

Command Input: ○,○,○,↑ + ○

Special Attack: Ferocious Shoulder Breakthrough

This is a 5-hit combo that knocks the opponent away, which can be followed up with an extra hit.

Command Input: ○,○,○,→ + ○

MIGHT GUY

The ninja master with the sparkling smile and distinctive haircut. Guy has a soft spot for his pupil Rock Lee and has been a tremendous influence on Lee's life — even down to his fashion!

Special Attack: Rise-to-Sky Uppercut

This is a 5-hit combo that launches the opponent in the air, which can be followed up with an extra hit.

Command Input: O,O,O,⬆ + O

THE THIRD HOKAGE

This old and wizened leader of the Leaf Village doesn't get ruffled easily. Having seen a great deal in his lifetime, he is reflective and cares deeply for the people in his village.

Special Attack: Jawbreaker

This is a 4-hit combo that uses a staff to launch the opponent in the air.

Command Input: ⬆ + O,O

JIRAIYA

Partially responsible for Naruto's training, this master of toads was instrumental in pushing his young student to higher levels of power! Without his guidance, Naruto would have never learned the art of summoning. Oh, and he writes *interesting* books.

Special Attack: Vagabond Ruffian

This is a 5-hit combo that knocks the opponent away which can be followed up with an extra hit.

Commmand Input: O,O,O,➡ + O

Special Attack: Earth Shatter

This is a 4-hit stomp combo which launches the opponent in the air.

Command Input: O,O,O,⬅ + O

OROCHIMARU

An evil ninja of legendary strength, who craves immortality and will stop at nothing to achieve his goal. He has his sights set on Sasuke and wants to use his body as his next vessel. Although he turned to evil, at one time he was good and a student of the Third Hokage.

Special Attack: Dark Rotation Abyss

Orochimaru uses snakes from his arm to perform a 6-hit combo.

Command Input: O,O,O,⬇ + O

Command Input: ⬇ + O,O

Special Attack: Cruel Sacred Dance

Orochimaru performs a 3-hit guard breaking attack.

HINATA

Don't be fooled by her meek looks — when it's time to fight and she's properly fired up, this mouse becomes a tiger! Hinata's had a secret crush on Naruto way before anybody else thought he was cool!

Special Attack: Turning Palm Strike

Command Input: ○,○,○,⬆ + ○

This is a 5-hit palm strike that launches the opponent in the air, which can be followed up with an extra hit.

Special Attack: Downward Spiral Palm

Command Input: ⬇ + ○,○

This is a 3-hit guard breaking attack.

SHINO

Some people bug you, but he really bugs you — literally! Insects that eat chakra live inside his body in a symbiotic relationship. He can use them for fighting or a variety of tasks, and in turn they get to use him as a home.

Special Attack: Turning Circle of Insects

This is a 10-hit combo that uses insects to launch the opponent in the air which can be followed up with an extra hit.

Command Input: ○,○,○,⬆ + ○

Special Attack: Insect Drop Kick

This is a 4-hit aerial kick combo.

Command Input: (While Jumping) ⬇ +○,○,○

KIBA

Kiba shares a special bond with Akamaru, his tiny companion, that goes beyond a simple pet-master relationship. They are friends and partners in battle, and each would easily give their lives for the other.

Special Attack: 100 Animal Claw Attack

This is a 20-hit claw barrage that knocks the opponent to the ground.

Command Input: ○,○,○,○

INO

A childhood friend of Sakura who grew into a teenage rival. Her love for Sasuke drove them apart. While they both still cared for each other, neither one could admit it and the rift between them grew until they fought in the Chûnin Exams.

Special Attack: Amaryllus Dance

This is a 6-hit drill kick combo in the air.

Command Input: ○,○,⬇ + ○

Special Attack: Achillea Step

This is a 7-hit air stomp combo.

Command Input: ○,○,⬅ + ○

MISSION ESSENTIALS

Title: NARUTO: Ultimate Ninja 3
Publisher: Namco Bandai Games America Inc.
Developer: CyberConnect2
Platform: PS2
Release Date: Available Now
Price: $39.99
Rating: T for Teen

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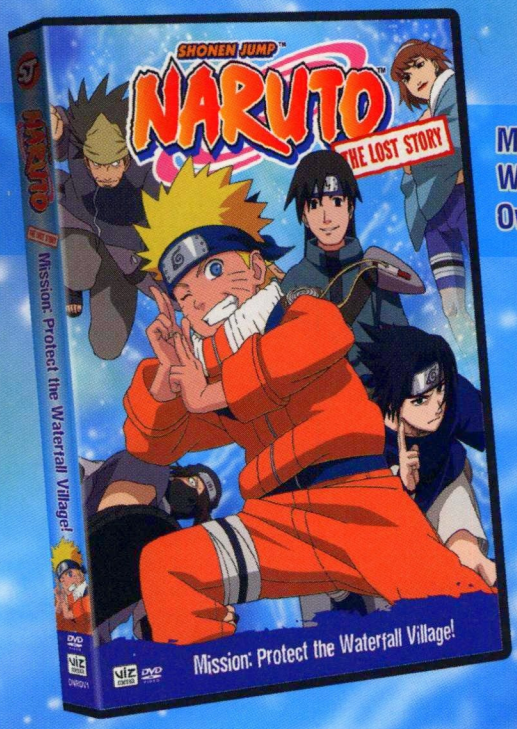

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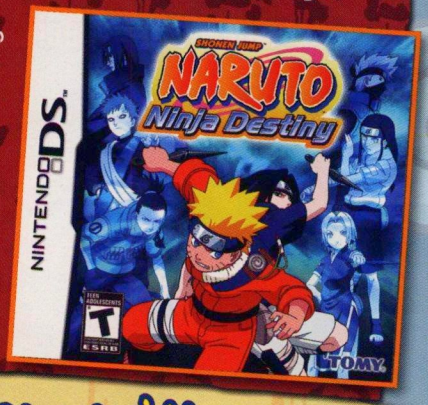
PRODUCERS OF DESTINY.

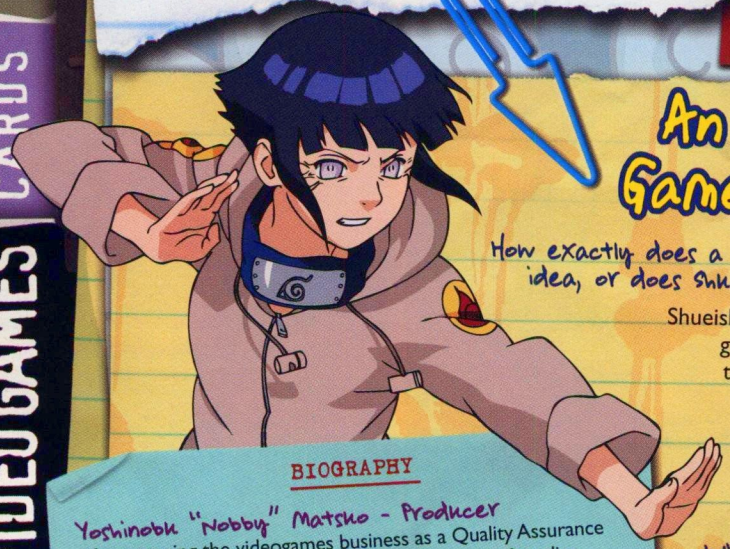
Inside details on what it's like to produce Naruto: Ninja Destiny both here and in Japan!

SHONEN JUMP NARUTO Ninja Destiny

The Hidden Leaf Village has many ways to train their young in the arts of battle. One of the most popular ways is to train them virtually with a combat simulator called *Naruto: Ninja Destiny* on the portable system called the Nintendo DS. This kind of sophisticated simulator requires the teamwork of many different ninja, and the ones that coordinate them are all called "producers." We interrogated producers of the games, and here's what we learned.

Naruto: Ninja Destiny is a fighting simulator game for the Nintendo DS, in which young genin can fight against a computer opponent or each other. There is a host of characters to choose from, a compelling story mode in which players can re-live major events from the Hidden Leaf Village's history and a variety of power-ups randomly selected to help them during matches. All of this is presented in the latest 3D graphics.





An Interview with Game Jônin Nobby-san!

How exactly does a *Naruto* game get started? Do you come up with the idea, or does Shueisha [publisher of *Naruto* in Japan] approach you?

Shueisha doesn't usually approach us. We have to approach them with a game concept first. We start out with what I'd want in a game and then Shueisha tells me what they will allow me to do in the game. That's how it usually gets started and then we go back and forth until Shueisha is satisfied with what we're planning.

In terms of doing a port from Japan, it's up to the publisher to decide whether they want to bring it out to market. Shueisha or its affiliates don't push a title to be localized.

When you set out to make a *Naruto* game, how do you figure out exactly what kind to make? Do you just settle on a genre and then fit the *Naruto* universe into that style of game?

There's no set way we go about deciding what kind of *Naruto* game to make. Ideas can come from producers within Tomy and sometimes from development studios that want to work with us.

Do you ever get crazy and pitch funny or strange *Naruto* game ideas? Like a *Naruto* racing game or collection of jutsu training mini-games?

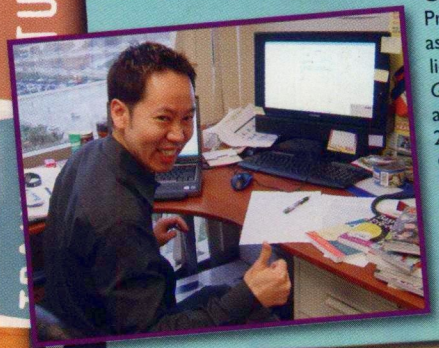
All the time! A *Naruto* game that revolves around the Sexy Jutsu! A *Naruto* dating game!

I think you get the idea... Having a *Naruto* racing game might be interesting... but I think we can explore other areas first before we have to come to this.

BIOGRAPHY

Yoshinobu "Nobby" Matsuo - Producer

After entering the videogames business as a Quality Assurance Analyst with Square Enix, Nobby quickly became a founding member of the localization department, working on acclaimed titles such as *Xenogears* and the *Front Mission* series. After obtaining his second Bachelor's degree, this time in Computer Science, Nobby joined Bandai Games (now Namco Bandai Games) in 2004 as Co-Producer to manage all aspects of localization for licensed games such as *Gundam*, *Samurai Champloo* and *One Piece*. In late 2006 Nobby joined Tomy Corporation as Associate Producer and is responsible for the development and localization process for *Naruto* games for the North American market.



What are the hardest challenges in developing a game based on an anime or manga property?

Getting approvals from the licensor. You're building a game based on a world/story created by someone else, so you need to put a complete game together that doesn't destroy the ultimate vision and direction. So long as we cannot read each other's minds, this will always be a challenge. It's especially difficult with a license that still has an ongoing story. We don't know how the story ends yet.

And also budgeting our resources. Especially with a series like *Naruto* with so many great characters, it's difficult to satisfy every fan. We get a lot of comments and complaints regarding why certain characters didn't show up in the game. It pains me when I hear this, since I like *all* the key characters in the series. With only a finite amount of resources and time available, my nice wish list gets cut down quite often. That's where we have to make the decision of who or what to keep. It's always a challenge.

It comes down to, "You can't have it all... so choose the best ones given the limitations."

How many hours do you normally put in per day while working on a game?

It varies depending upon which phase of the project we're in.

I'm working in the range of eight to ten hours a day normally. When it's bad, it's like any other project-based job, where you're working 12+ hours a day to meet deadlines.

Do you go to sleep dreaming about *Naruto* every night?

Probably not, but I do read *Naruto*. I follow along the Japanese storyline. I started reading the *Naruto* manga back in 2001, before I even started this job. Now, I eagerly await the Japanese weekly SHONEN JUMP comics to get the cutting edge on the happenings of the *Naruto* series. Oh, man! I can't believe they _____ him! And now, we know who the _____ is! Wow!

Yeah, you could say I'm a fan of the series!

Do you ever make conscious attempts to try to get non-*Naruto* fans to buy your games, and if so what kinds of things would you consider trying?

I try. The one question I ask myself is whether the game is still fun without the license. Non-fans don't know the history and background behind the characters. They are only left with the gameplay.

In terms of considering something to try... I don't think I could accurately answer that as the question comes off as what kind of gimmicks do I consider to get non-*Naruto* fan gamers. You can't. If you want non-*Naruto* fans to want the game, you make the game fun regardless of what the license is based on.

What's the most stressful part of being a producer?

Getting games done on time.

While you're making your games, are you keeping the American market in mind, or are you just focusing on the Japanese market?

In general, I think a lot of Japanese publishers and developers understand the potential of America and the worldwide market, so I'm seeing us all shifting gears and moving away from a Japanese-centric design.

What are your personal thoughts on the game market today? Are you impressed with the consoles available for you to program on, and do you think the industry is moving in the right direction?

It's impressive in terms of graphics. Everything's very pretty. However, (I know this has been mentioned by others) sometimes I feel that graphics have become a crutch for games. A lot of games emphasize too much graphics and not much of anything else.

I find it sad to see well-designed games that are fun to play get criticized by players because the graphics weren't up to par with another AAA title that had several times the development budget and consequently looks jaw-dropping. Sure, those titles are fun to watch, but how fun are they to play?

Thank you for your time and answers. We appreciate it!

An Interview with Game Jônin Ken-san!

BIOGRAPHY

Ken Shimamura - Producer

After beginning his career selling semiconductors throughout Asia, Ken joined Takara and got his first taste of the video games business in negotiating and coordinating localization projects between Takara and North American publishers. Since the merger with Tomy in 2006, Ken has been based in Tokyo and is the liaison between Japanese developers and licensors such as Shueisha.

What exactly does the production and localization of a *Naruto* video game entail?

First of all, you have to become a *Naruto* fan before anything else. That's where it begins and the rest falls into place. Also, the first step is the best step.

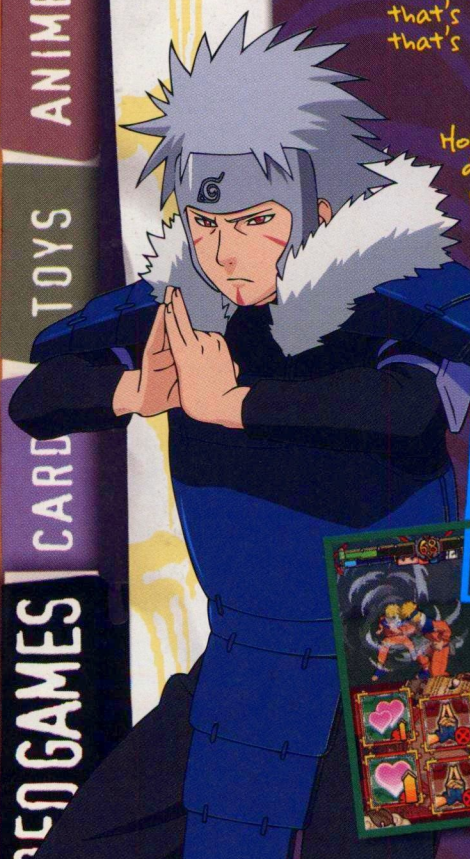
To answer your question, first you need translators to turn all the Japanese content into English. Then you need a recording studio with the voice talent to work on the audio files. And then a programming team to drop all the text (graphical text, as well) and audio into the game.

What are the exact differences in producing a game that's already basically made, and producing one that's being developed here?

It's the amount of time required. A game made from scratch takes much more time and effort.

How much control do you have over the decision-making process in any given game? Do you influence the marketing, PR, or other non-localization issues?

I do get to provide input but ultimately, whether the input will be taken and implemented is up to the entire team. No one person decides.



What are the hardest challenges in localizing a game based on an anime or manga property?

The greatest challenge is to translate the feeling of the Japanese correctly.

How many hours do you normally put in per day while working on a game?

It depends on the development phase, but I typically work from 9 a.m. to 7 p.m. By the way, you'll rarely find me playing games during these hours.

Do you go to sleep dreaming about *Naruto* every night?

Not yet... I must not be hardcore enough. I'll work on this.

Do you ever make conscious attempts to try to get non-*Naruto* fans to buy your games, and if so, what kinds of things would you consider trying?

The games get the most attention from the fans, so I'm always on the look out to find things we can do to make them excited. I want the player to feel the thrill of landing the special attacks and jutsu from the series. I'm hoping this feeling gets communicated to not just *Naruto* fans, but game fans that will play *Naruto* games for the first time.

What's the most stressful part of being a producer?

The pay and the pressure, ha ha! Actually, the most stressful element is the feeling, and knowing, that you don't have enough time. From the side of production, you always wish you could have more time.

Exactly how does one become a video game producer, and what advice would you give to people who want to break into the video game industry?

You have to know you really want to do this. It's not about playing games all day and getting paid for it.

What are your personal thoughts on the game market today? Are you impressed with the consoles available for you to program on, and do you think the industry is moving in the right direction?

They're at the production level of Hollywood movies. The presentation is beginning to look so real it's starting to blur the line between fiction and reality. It's scary when you think about how far we've come in such a short time. Who knows what we can expect in the very near future.

Thank you for your time and answers. We appreciate it!

MISSION ESSENTIALS

Title: *Naruto: Ninja Destiny*
Publisher: Tomy
Developer: Dream Factory
Platform: Nintendo DS
Release Date: Available Now
Price: $29.99
Rating: Teen

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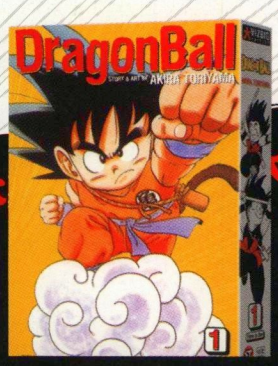

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IT'S THE ULTIMATE PSP NARUTO EXPERIENCE!

Whilst on a reconnaissance mission to the Leaf Village, our spies uncovered a new training program they use to train their young to fight. With a virtual approximation of battles disguised as a game, young genin sharpen their reflexes, eye and hand coordination, and their wits. These "games" teach them strategy, as they must utilize their character's strengths and abilities to win each match. The fighting takes place on a hand-held item called a PSP and the game is called *NARUTO: Ultimate Ninja Heroes 2*. We've done intensive research, and here's what we've learned.

THE MYSTERY OF THE PHANTOM FORTRESS!

A giant flying fortress has mysteriously descended upon the Hidden Leaf Village. Players can battle through and explore each level of the massive fortress to try and unravel the secret plots within. This is a brand-new extensive storyline created exclusively for this game.

LET THE BATTLES BEGIN!

With over 20 different characters, each with special techniques and brand new jutsu, plus 12 unique stages, you'll never get bored!

CHOOSE YOUR TEAMS WISELY!

Don't go exploring a dangerous fortress alone — who knows what awaits! Form teams, choosing from over 20 of the most powerful ninja in the *Naruto* series. Mix and match characters to find the team that works the best for you!

YOU CAN FIGHT YOUR FRIENDS WITH JUST ONE GAME!

If one person owns the game, two can still play. You can create a variety of different match-ups, from 1 vs. 1 up to 3 vs. 3 and every combination in between. All this is done wirelessly via the PSP's ad-hoc connection.

WHAT MYSTERIES AWAIT?

The Mugenjo, the phantom fortress, will keep you busy with over 100 levels fraught with danger! Dramatic events, full-blown battles, quizzes and mini-games await!

This is the fighting game PSP owners have been waiting for. It has all the action that made the first game a hit, plus the addition of the new Mugenjo Fortress. The children of the Hidden Leaf Village have the potential to learn a great deal about the true art of ninja warfare from this game.

MISSION ESSENTIALS

Title: NARUTO: Ultimate Ninja Heroes 2
Publisher: Namco Bandai Games America Inc.
Developer: CyberConnect2
Platform: PSP
Genre: Action Fighting
Release Date: June 2008
Rating: T (expected)

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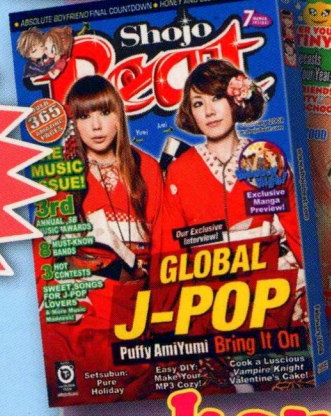

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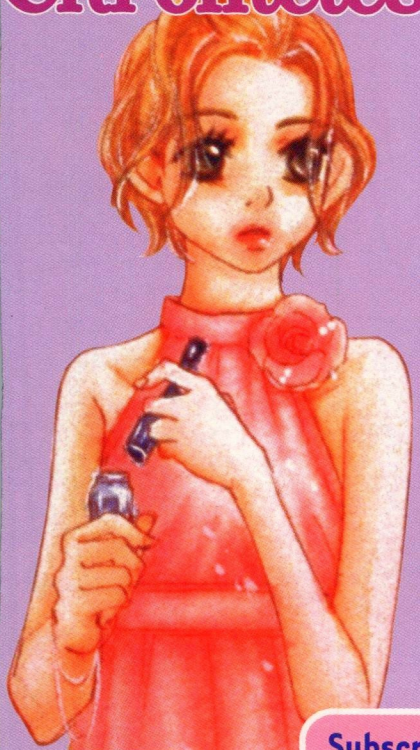

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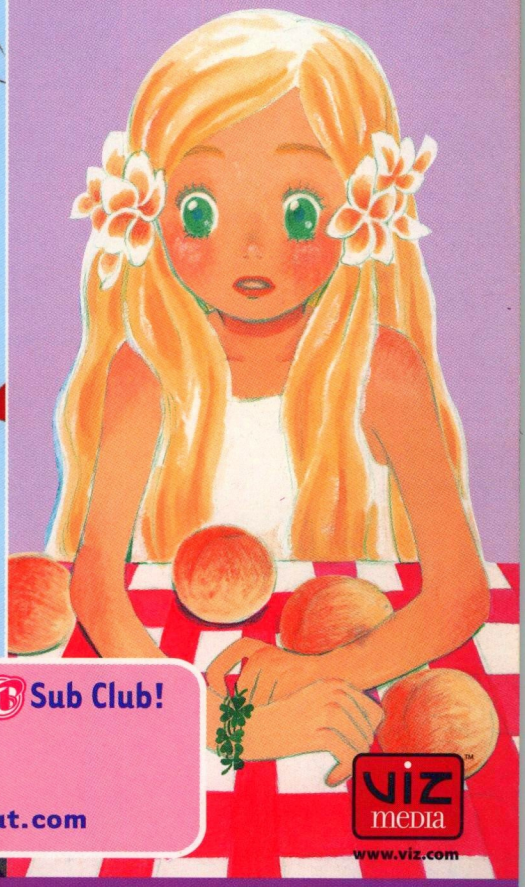

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FROM THE NINJA TREASURE CHEST...

Our bold and daring ninja have sorted through the loot they got from their dangerous mission to the heart of the Leaf Village, and boy, did they score! Take a closer look at these great finds, and you'll know that it was totally worth the risk!

EVIDENCE

Channel Jiraiya the Playah

Wouldn't it be cool to train under the so-called "pervy sage" in this awesome 100% cotton tee? Our spy ninja claim that their skills soared notches after putting this Jiraiya shirt on. Or was it their luck with the ladies that improved? Hmm...

EVIDENCE

Get Glad With Gaara

We've received word that even Gaara likes to lounge around in this soft cotton tee when he's not busy terrorizing some hapless ninja. Lugging all that sand must keep him in a bad mood all the time! Join him by the pool... er, maybe the beach (sand, get it?) and ask him what he thinks of this shirt!

EVIDENCE

Summon Sassy Sasuke

No doubt, you can brood all you want — just like Sasuke — in this cool black shirt. The girls (i.e. Sakura and Ino) tend to fall for the silent strong types, so Sasuke must be on to something. Care to channel Sasuke's intensity? Put this on!

EVIDENCE

Ganbatte, Hokage!

This awesome Fourth Hokage shirt brings tears to our eyes. The red flame beneath his feet brings back memories of when he sealed the spirit of the Nine-Tailed Fox inside little Naruto. And we all know what happened after that...

EVIDENCE

Hip Hat Galore

Sometimes you just gotta go on a mission incognito. You know, blend with the crowd sipping smoothies at the mall while conducting some serious surveillance on an evil ninja? Well, this might just do the trick! Just sprint towards the exit once the kunoichi start making googly eyes at you!

CLASSIFIED

CLASSIFIED FILES: NINJA EYES ONLY

EVIDENCE

It's in the Bag

As you know, our spy ninja came back with goodies from the Leaf Village, so this bag sure came in handy! Take it with you when you go on your learning missions in school. There's room for your *Naruto* manga in there! (As always, wait for the break before you take it out!)

EVIDENCE

Bag 'n' Blue

Picture this scenario: It's late at night and you're out in the woods all alone, your cell phone has died and the sound of rustling ninja feet are closing in on you. What do you do? Well, that remains to be seen, but we think the answer lies inside this bag. Pack smart, genin, and don't be afraid of the dark!

EVIDENCE

The Good, the Bag, and the Ugly

There's a rule among shinobi that the last ramen noodle in the bowl must be left behind for the spirits of dead ninja. Okay, we made that up, but we're totally serious now. This bag from the movie *NARUTO the Movie: Ninja Clash in the Land of Snow* is more awesome than a ninja spirit!

Bag It Up!

Sometimes all it takes to feel loved is a glass of cold milk and warm cookies. But if you're anything like Naruto, having friends is where life and happiness begins. (We don't need to say anything about this Naruto movie bag. Its coolness speaks for itself!)

EVIDENCE

And the Bag Played on...

Roses are red, violets are blue, this bag is orange, and... Well, nothing really rhymes with orange, but if you can think of a word that does, you can have this bag for free! Seriously, though, this bag is perfect for lugging all your *Naruto* stuff around – and you can stop traffic while you're at it too!

CLASSIFIED FILES: NINJA EYES ONLY

EVIDENCE

Cute 'n' Cocky

Our spy ninja fell in love with this Naruto plushie, and we're sure you will too! It's just so cute, you'll forget that Naruto is one ninja you don't want to mess with. He'll crush you faster than you can pinch his cheek and say, "You're so cute!"

EVIDENCE

Sand Not Included

Are you the compassionate Gaara fan who will finally love him for real? He's not all that terrible, after all. In fact, we're pretty sure your heart will hurt a little bit once you learn about his tragic childhood. You'll be picking up this plushie in no time!

EVIDENCE

Take a Lesson on Cool

Stand back! Kakashi's got a kunai, and it's sharp enough to slice the air in half! (Just use your imagination, okay?) It's time for your next lesson, and it's all about digging plushies. The only way you can fail is if you don't go out and score one of these!

Let 'em Loose

These figures don't lie. Non-stop ninja action will ensue the moment you start playing with them. Between Zabuza's sword and Naruto's shuriken, you know the action will escalate beyond anything you've imagined. But don't go it alone — call in the troops!

CLASSIFIED

EVIDENCE

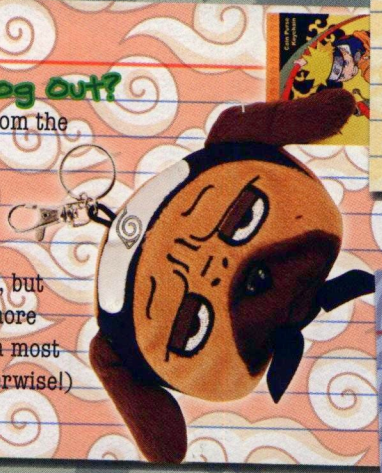
Slap It on!

It's just doesn't feel the same without the headband, does it? Yeah, we know how that is. Sometimes words just don't come to us unless we're wearing ours while working at our desks. We don't feel the shinobi spirit until the headband's firmly in place.

EVIDENCE

Who Let the Dog out?

Rescue this dog pouch from the *Naruto* pound! It's cute, cuddly, possesses ninja skills – and talks! (Okay, maybe all this does is keep your change, but hey, why not? It's a lot more than you can expect from most dogs – ninja ones or otherwise!)



EVIDENCE

That's Dope!

Ninja bling is shaping a whole new nation of fashionable genin. It's time to show the world that you don't have to be a gangsta ninja to sport these cool necklaces! Leave the baggy pants at home – all you need is the orange jumpsuit!

EVIDENCE

Ninja Pillow Talk

Rock-a-bye genin, on a tree-top, when the wind blows, a kunai will drop... (But hopefully not on you!) Go ahead and kick back your tired feet and swim in a sea of pillows covered in this uber-cool *Naruto* pillow case. You'll sleep like a (Sound) ninja (soundly – har har!) You'll need the rest after a long and arduous mission!

EVIDENCE

In the "Throws" of Danger

It's already stunning in and of itself, but have you felt the fabric of this throw? It's so soft and smooth, you'll set aside your mission for a few precious minutes to enjoy it. In fact, our spy ninja took a short nap wrapped in this throw and almost completely forgot to head back for dinner! This is a must-have, genin!

HONING YOUR EDGE

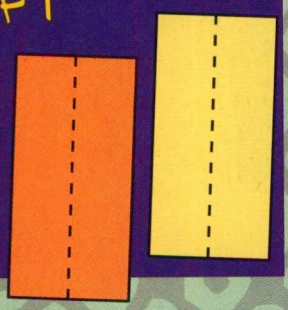
An old proverb says that a proper ninja is like the blade edge of a kunai — always sharp and ready for action. You may think you're prepared to graduate from the ninja academy, but let's see what you really have going for you. Dive into these training exercises and get your jutsu on!

MAKE YOUR OWN SHURIKEN

C-RANK MISSION!

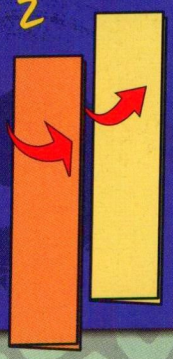
STEP 1

Cut a square piece of paper in half.



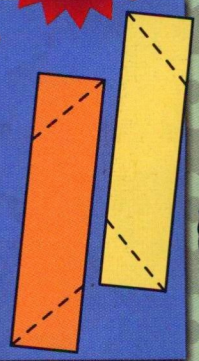
STEP 2

Fold each piece in half.



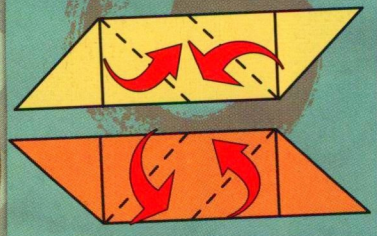
STEP 3

Fold the corners along the dotted lines. (The pieces will become mirror images.)



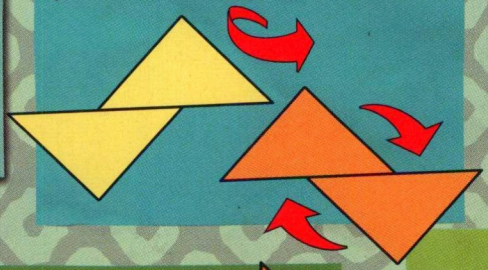
STEP 4

Fold them again along the dotted lines.



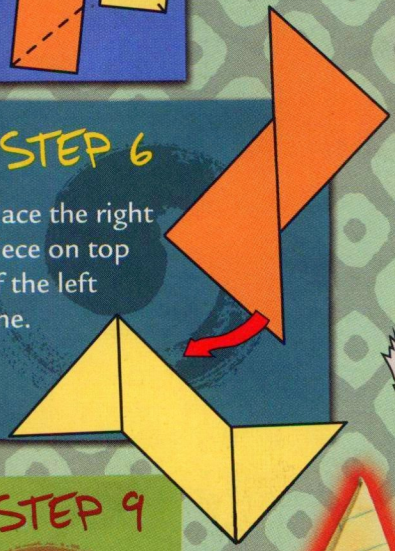
STEP 5

Flip the left piece. Turn the right piece clockwise 90 degrees.



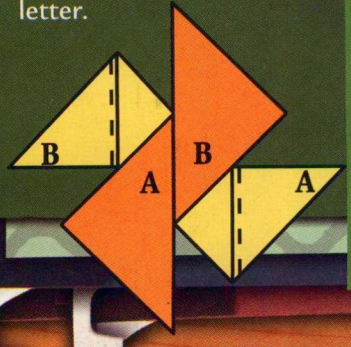
STEP 6

Place the right piece on top of the left one.



STEP 7

Fold along the dotted lines, sliding each corner under the matching letter.

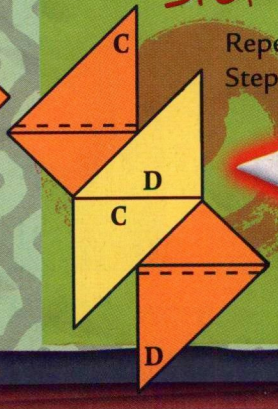


STEP 8

The combined pieces will look like this. Flip them over.

STEP 9

Repeat Step 7.



LET'S GET PHYSICAL

B-RANK MISSION!

An out-of-shape ninja is as useful as a shuriken without sharp points. Follow this official ninja exercise plan and you'll be running up trees and over water in no time.*

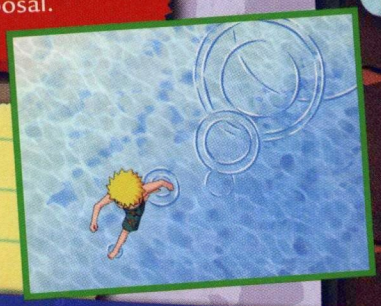
*There are no guarantees in ninja training. Do not attempt to run up a tree or across a river without extensive instruction from a jonin-level ninja.

1 Bark Up the Right Tree

Chakra is the "do it all" energy force — you can perform jutsu, heal injuries and walk on walls, for example. Building up mastery of chakra is a great starting point for becoming a top-flight ninja. By applying chakra to the bottom of your feet you can literally run up the side of a tree. Hold on though, before you go running off to your backyard. Start slow. Find a wide fallen tree, telephone pole or long rock. Practice balancing on these objects, focusing your energy on your feet and the object below them. People will call you "Tree Walker" soon enough.

2 Water-Walking

Once you've done your balance exercises, move on to the next level of chakra control — the challenge of walking on water. For the time being avoid rivers and oceans. Begin with a swimming pool... preferably one with a lifeguard on duty. Then get your chakra fired up and try to stand on the water. Don't be discouraged if you sink below the surface the first thousand times! Once you manage water-walking, you'll also have a good party trick at your disposal.



3 Obedience Training

Ninja are animal lovers. An animal can be your best friend when times are tough. But you must be able to summon your animal friend when needed. Get yourself a piece of paper and a bottle of ketchup. Practice drawing the summoning symbols in ketchup on the paper (try not to make a mess). If your dog, turtle or monkey come running, then you're doing well.

4 Vita-Ninja!

Staying healthy is a full-time duty for any aspiring ninja. That means eating properly and getting sufficient rest. For ninja like Kiba and Choji, though, it can also mean taking appropriate supplements. Ask your doctor or parent which vitamins would best benefit you. Then make sure you take the vitamins to best match your exercise routine.

5 Hit Me With Your Best Shot

The next phase in your training is a ninja favorite — target practice! Kunai and shuriken are for the experts, so start out with something simple — your origami throwing stars (see opposite page) should do the job. You can draw a target on a piece of paper and tape it to a wall. Then grab your "weapons" and start practicing. May your aim be true, young ninja.

C-RANK MISSION!

NINJA HAND JIVE!

In the misty forests of ancient Japan, hidden ninja used secret hand signals to communicate to each other so as not to alert their opponents to their plans or locations. It's a far more effective way to communicate than yelling, "Hey, cut that guy's head off... no, *that* guy!" The ninja in *Naruto* use their hand signals to unleash a variety of deadly jutsu, and you can, too! Well not really, but what you can do is memorize these hand signals and play some really fun games* with them!

*All games require at least three people.

MEMORIZE ALL, OR AS MANY AS YOU CAN, OF THESE HAND SIGNALS!

HAND SIGNAL TRAINING

This game will ensure that when you're on an important mission, you'll know your signs well enough to perform jutsu when needed.

Here's how you play: Whoever's the oldest is the "Drill Instructor." The Drill Instructor yells out a sign from the ones shown above, and whoever's the slowest to make it correctly loses! One by one, players will be eliminated, and the last remaining student will become the Drill Instructor for the next round.

NINJA TRAFFIC COP!

Now that you are well acquainted with all the hand signs, let's move on to an action-packed game.

Here's how you play: Whoever's the youngest starts out as the "Ninja Traffic Cop." Everybody else will stand 100 feet away, or as far as space allows. The Ninja Traffic Cop will yell, "Go!" and everybody will run towards him. Then the Cop will make one of the signs over his head and yell out what animal it is. At that point all the players must stop and pose as whatever animal he has called out! Anyone who falls down, or takes more than three steps (no jumping), loses! How you choose to look like the animal called out is up to your imagination! After everyone is frozen in their animal poses and the people who've fallen are off the field, the Traffic Cop calls out "Go!" and everybody gets up and starts running again. Whoever makes it to the Ninja Traffic Cop first wins the game and gets to be the next Cop!

WHAT'S THE SIGN?

Now that you've gotten some physical exercise whilst learning these important signs, it's time to sharpen your brain with this guessing game!

Here's how you play: Whoever's birthday is the soonest starts out as the "Hokage" and picks an animal from the signs above, but doesn't tell anyone. Each player gets to ask them one question going in a clockwise direction. The Hokage must answer truthfully, but does not have to give any more information than exactly what was asked of them. At any point, if a player thinks they can guess the animal, they may yell out, "I know the ninja secret!" Then they must name the animal and do the correct hand signal. If they're wrong, or get the hand signal wrong, they're out! The first person to guess right wins and gets to be the next Hokage.

N.I.Q.

C-RANK MISSION!

Practical intelligence is never artificial, and artificial intelligence isn't always practical. What does that mean? Only that you need to be intelligent enough to apply your Ninja I.Q. to any kind of situation that may arise. The questions below will help determine your Ninja Intelligence Quotient. Answers on page 88.

A. Ever want to walk in someone else's shoes — to truly be that person for a little while? Which jutsu could help you with that wish?

B. Your friends are all girl-crazy at the moment and won't give you any attention. Which jutsu would be best to get their attention?

C. It's chore time. You have to wash the dishes, clean your room, take out the garbage and mow the lawn. Which jutsu could make all this work go much more quickly?

D. You never know when you might need help from an animal. It's best to be prepared for that eventuality, so name five different types of land-based animals that can be summoned with a Summoning Jutsu.

E. You go to see a magic show and you're in awe of the magician's skills. So much so, that you want to be able to perform all his tricks. But wait, you have no training? Which kekkei genkai would help you most at this moment?

F. You're at the beach, relaxing and enjoying the sunshine and swimming. But here comes a strong wind, blowing sand in your face. Which two ninja could best help you out of this predicament?

G. It's summertime and, man, it is hot outside. It's so hot that the mosquitoes have come out in force. No one likes mosquitoes. Which Leaf Village ninja could probably help you out?

H. Exercise is all about being determined. Which two Leaf Village genin might make the best exercise coaches?

WHICH NINJA ARE YOU?

While rummaging through the trash of Leaf Village, our spies stumbled upon a perplexing personality quiz inside one of their teen gossip magazines. They had hours of fun asking each other these questions and figuring out which ninja from the Leaf Village they were most like. Try it yourself — you might be surprised who you end up identifying with!

Answer each question honestly and keep track of your answers. Then compare them to the answer key on page 88 to find out which ninja you most resemble!

1. You spend a day at the beach. You...
- A. Infuse lots of sand with chakra.
- B. Leave. Beaches are lame, and the people are annoying.
- C. Have fun! It's a day to goof off!
- D. Work on your tan so you can get a date to the ninja prom.

2. Your personality is best described as...
- A. Dry and desolate.
- B. Quiet and determined.
- C. Loud and obnoxious.
- D. Cha cha cha!

3. Your idea of a perfect date is...
- A. Most people are probably too scared to go out with you.
- B. Dates are stupid; they won't make you more powerful.
- C. A giant bowl of ramen followed by another giant bowl of ramen, then another one...
- D. Holding hands with your crush. If only they'd notice you.

4. When you're mad, everyone can tell because you...
- A. Start to look totally unlike your usual self.
- B. Clam up and storm off.
- C. Yell a lot.
- D. Hide your true feelings.

5. It's Friday night, and you have no plans. You...
- A. Stay awake all night and stare at the desert moon.
- B. Try to act like you don't care.
- C. Check on your rival to see how much they've powered up!
- D. Try to find out what your crush is up to!

6. Your favorite color is...
- A. Beige
- B. Blue
- C. Orange
- D. Pink

C-RANK MISSION!

7. You're at a party and someone spills punch on your new coat. You...
- A. Try to keep the beast inside of you from coming out.
- B. Know this could never happen because you would have dodged it.
- C. Keep on partying. What else could you do?!
- D. Totally freak out on them because it was your favorite coat!

NINJA LOGIC

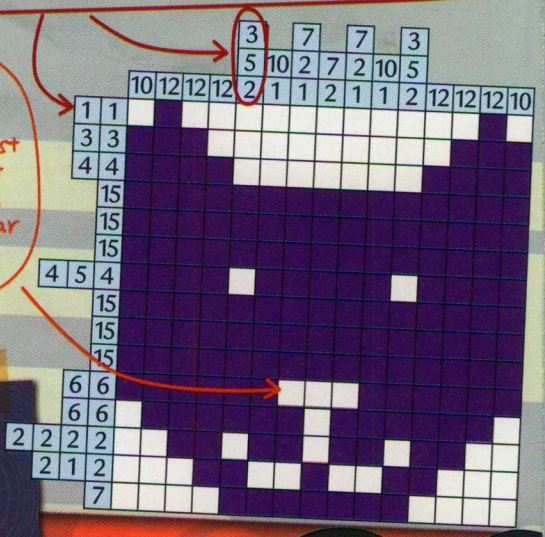
During routine surveillance of the Leaf Village ninja, our operatives intercepted a curious puzzle that has stumped many of our seasoned cipher experts. Can you figure out which cells are black and which are empty using ninja logic? If you succeed, you'll uncover a hidden picture!

HOW TO READ THE PUZZLE GRID

Here's a finished example.

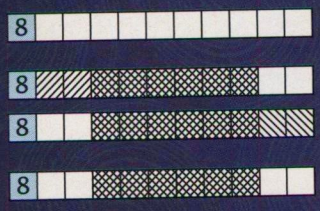
These numbers tell you how many consecutive black (or filled-in) cells appear in that row or column. They also tell you the order in which they appear. For example, "3 5 2" means that the row has 3 black cells, followed by 5 black cells, then 2 black cells.

Each stretch of black cells is separated by at least one empty cell, but there can be more. Empty cells can appear anywhere in a row or column.



A-RANK MISSION!

EXAMPLES



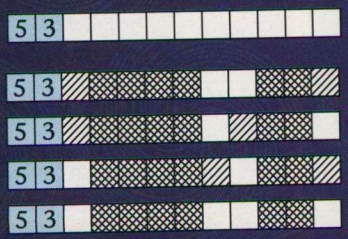
Here, "8" means that this row or column has 8 consecutive black cells. The row itself is 10 cells wide, which means that 2 of the cells must be empty.

The block could spread from the left side...

...from the right, or somewhere in-between.

One thing's for certain — the cells that most definitely will be black are in the area where the two possible solutions overlap.

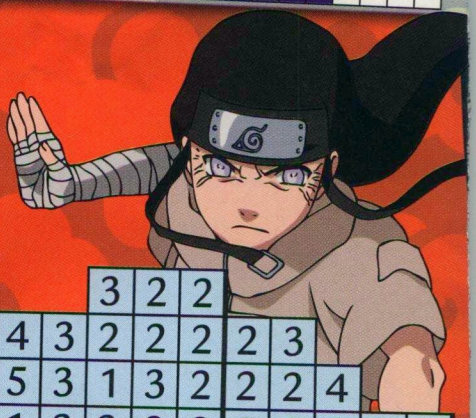
Shortcut Solution: Simply fill in the 8th cell from the left, then the 8th cell from the right. Fill in the cells between them, and voila – you get the same result.



Here, "5 3" means that this row or column has 5 black cells, followed by 3 black cells.

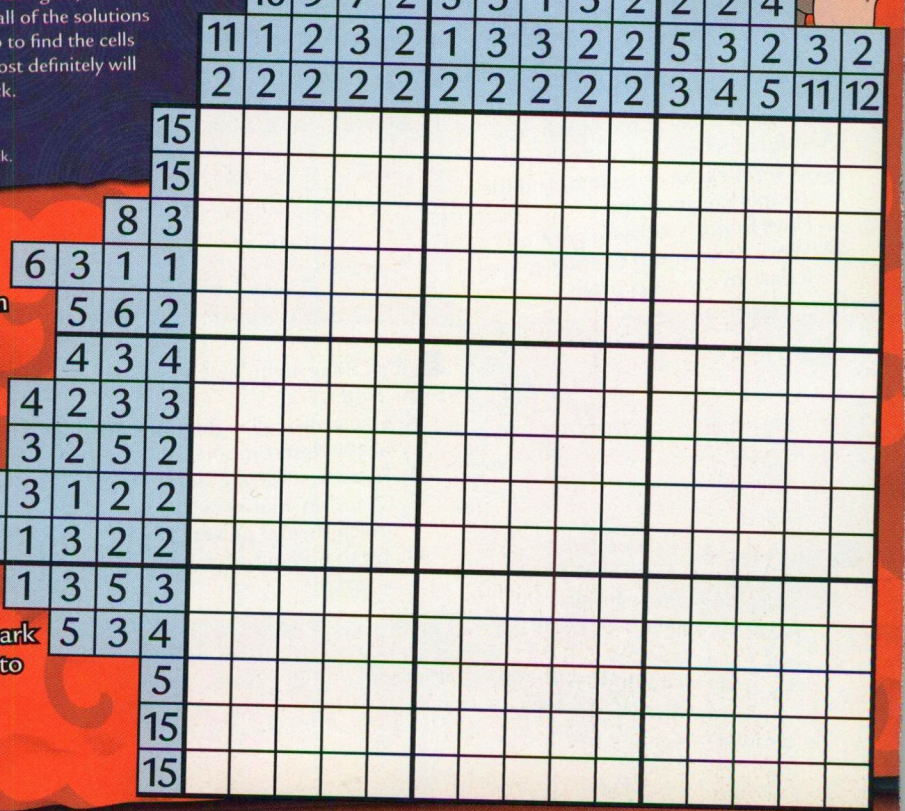
Here are the four possible solutions. Again, look for where all of the solutions overlap to find the cells that most definitely will be black.

= may be black. = must be black.



A FEW TIPS

- Start by focusing on a row or column that has one big number and fill in the cells you can be sure of. Slowly work your way through other rows or columns that have big numbers. As you fill in cells using the number clues on both sides of the grid, you'll start to figure out which cells must be black and which must be empty through a process of elimination.
- If you're sure that a cell is empty, mark it with an "X" so that you don't try to fill it in later.
- Don't guess! Use logic to narrow the possibilities.



NINJA DICE WARS

RULES

START PLAYING ON THE POSTER BETWEEN PAGES 48 AND 49!

FIND THE GAME PIECES ON THE SUBCARD BETWEEN PAGES 80 AND 81!

NARUTO COLLECTOR

PLAYERS: 6 per game
(If you have fewer than 6 players, use your Multi-Shadow Clone Jutsu and take on double or triple-player duties. You can play as two or more players — just don't combine your scores! And just be sure to keep the math straight!)

GAME REQUIREMENTS:

1. One die
2. Pen and paper
3. 6 game pieces (attached to subscription card between pages 80 and 81)

OBJECT OF THE GAME: Using the die, roll to win the highest possible total points in each ninja encounter. Continue playing through the game and taking down your scores for each ninja encounter. The player with the highest total points at the end of Ninja Encounter 5 wins the game.

GAME MECHANICS

1. Each ninja encounter has six game spaces. Each game space has a corresponding point value: 1 - 6.
2. Players take turns rolling the die to occupy their own game space to earn points for that ninja encounter. At the end of everyone's turn — and after all the necessary tiebreakers have been settled — players note down the points they earned for that ninja encounter and move on to the next.
3. Follow the instructions on each game space. A blank space means you're safe where you are, unless a tiebreak is necessary.

TIEBREAK RULES

FUN RULE: Players must yell "Dice War!" at the start of every tiebreak.

1. Players **settle each "tie"** for a game space by rolling the die. The one who rolls the higher number gets to send the other player to ANY unoccupied game space. If the ONLY unoccupied game space has a higher number than than the contested game space, the player who rolls the higher number gets the higher spot. The other player stays on the contested space.
2. **If both players roll the same number**, they continue rolling the die until one player rolls a higher number.
3. If **there are players with the same score at the end of Ninja Encounter 5**, they must do a sudden death Dice War to arrive at a winner. The player who rolls the highest number wins!

SPECIAL CIRCUMSTANCES

1. At the end of each ninja encounter, the player in game space 1 rolls the die to send one player to the Ramen Station. Only then can the other players start following the instructions on the game spaces and taking down their final scores for that particular ninja encounter. The player whose game space corresponds to the number rolled on the die gets zero points for that ninja encounter and winds up in the Ramen Station.

   If the player on game space 1 rolls a 1, he or she winds up in the Ramen Station. **(Sorry, ninja. No immunity.)**

   IMPORTANT: If **more than one player lands in the Ramen Station**, they must play a tiebreak to determine which player gets to go back to a game space in that ninja encounter.

   The player who rolls the higher number gets out of the Ramen Station and lands on any unoccupied game space.
2. If a player lands on a space that asks them to subtract more points than they have, they just end up with zero. **No need for negative numbers.**
3. Unless otherwise specified, the instructions on the game spaces for each ninja encounter **pertain to that ninja encounter alone.** For instance, if you land on a game space that asks you to multiply your score by 2, double your score for that ninja encounter only. Don't multiply your total points earned for the entire game by 2.

MAKE YOUR OWN PAPER TOAD!

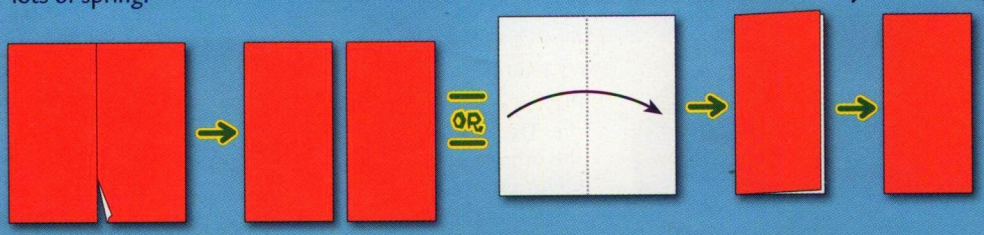
The Leaf Village ninja may in fact be highly skilled in the ancient Japanese art of paper folding known as "origami," as evidenced by a paper toad found at Ninja Academy. We need your help to investigate this mysterious hopping object, which was labeled "Gamakichi." Our research and development team arrived at the following instructions after reverse-engineering what looks like a paper toad. Can you re-create it using their instructions?

TIP: You'll need a square sheet of paper.

STEP 0

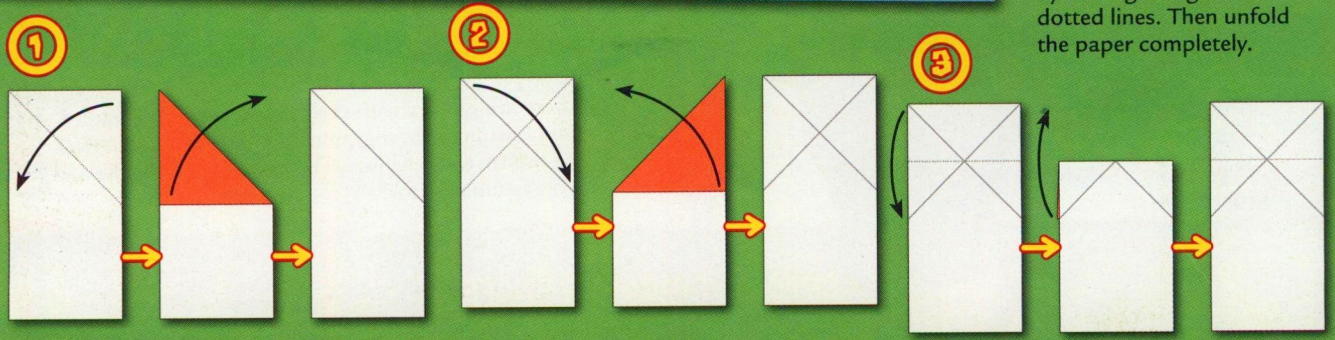
Cut or fold the square sheet in half.

Tip: Folding the paper in half will add an extra layer and make it more difficult to fold the paper in the later steps, but it will give your toad lots of spring.



STEPS 1-3

First, pre-crease the paper by folding along the dotted lines. Then unfold the paper completely.



STEP 4

Holding the paper at points A and B, bring the points together at point C. The creases that you made in steps 1-3 will force the paper into the shape you see in Diagram X.

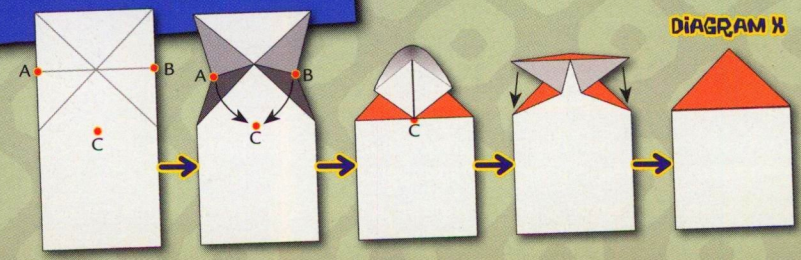
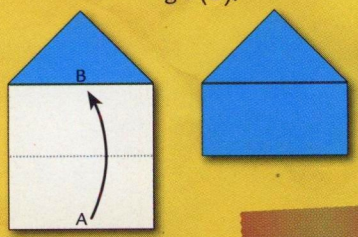
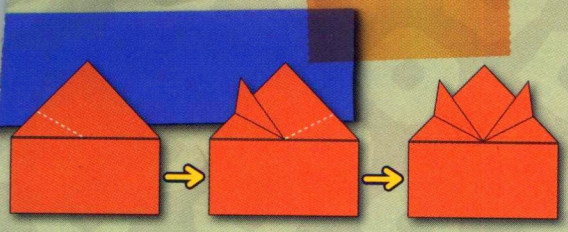


DIAGRAM X

STEP 5

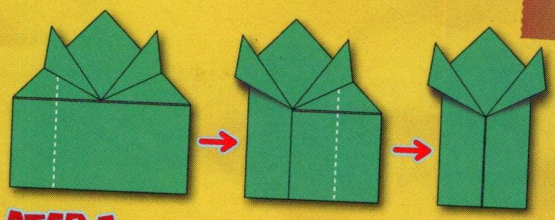
Fold the paper so that the bottom edge of the paper (A) meets the base of the triangle (B).





STEP 6

Fold the left corner of the triangle up along the dotted line as shown and do the same to the right corner.



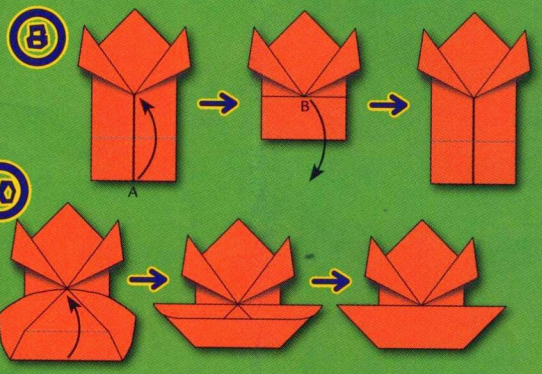
STEP 7

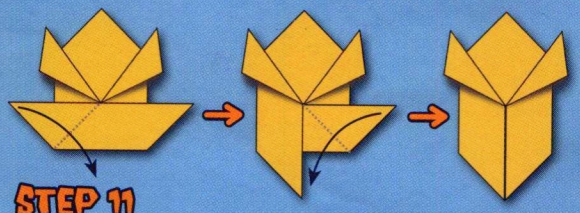
Fold along the dotted line on the left side so that the vertical edge meets the center line. Then create a mirror image of this on the right side.

STEPS 8-10

Fold along the dotted line so that the bottom edge (A) meets point B. Then unfold the paper to its original position.

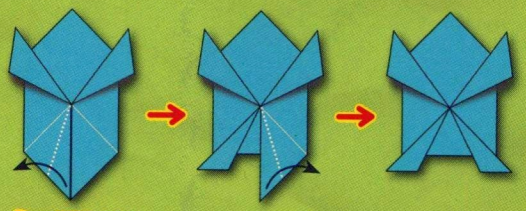
Holding the paper down at point A, open the flaps on either side of the center line. Flatten the flaps to create the boat shape shown in step 10.





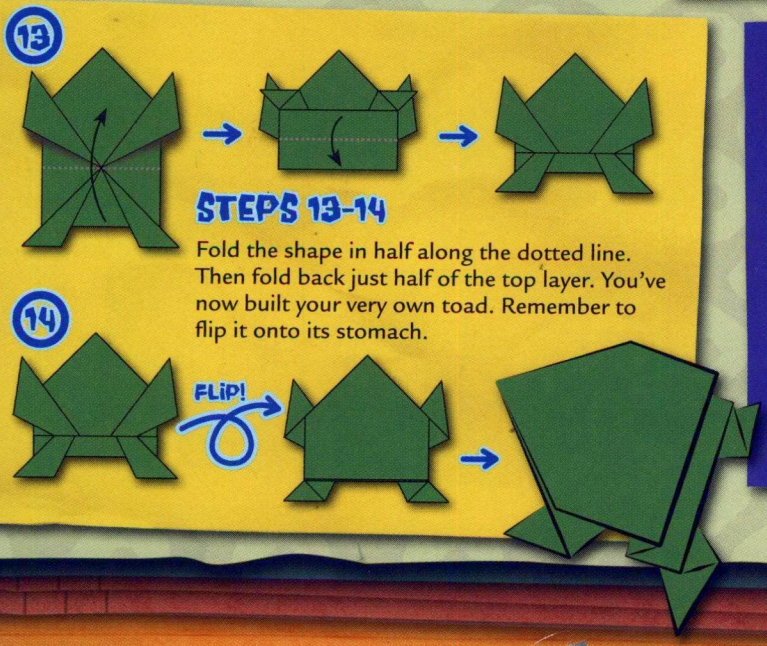
STEP 11

Fold along the dotted line on the left side, followed by the right, so that the "legs" point down.



STEP 12

Fold the same "legs" outward on the left and right sides as shown.

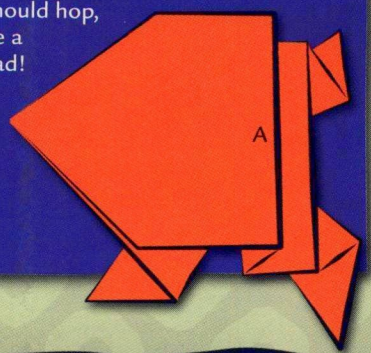


STEPS 13-14

Fold the shape in half along the dotted line. Then fold back just half of the top layer. You've now built your very own toad. Remember to flip it onto its stomach.

HOW TO MAKE GAMAKICHI HOP

Just press down hard on point A and let go. Your origami toad should hop, just like a real toad!



TRAINING RESULTS

WHICH NINJA ARE YOU?

FROM PAGE 83

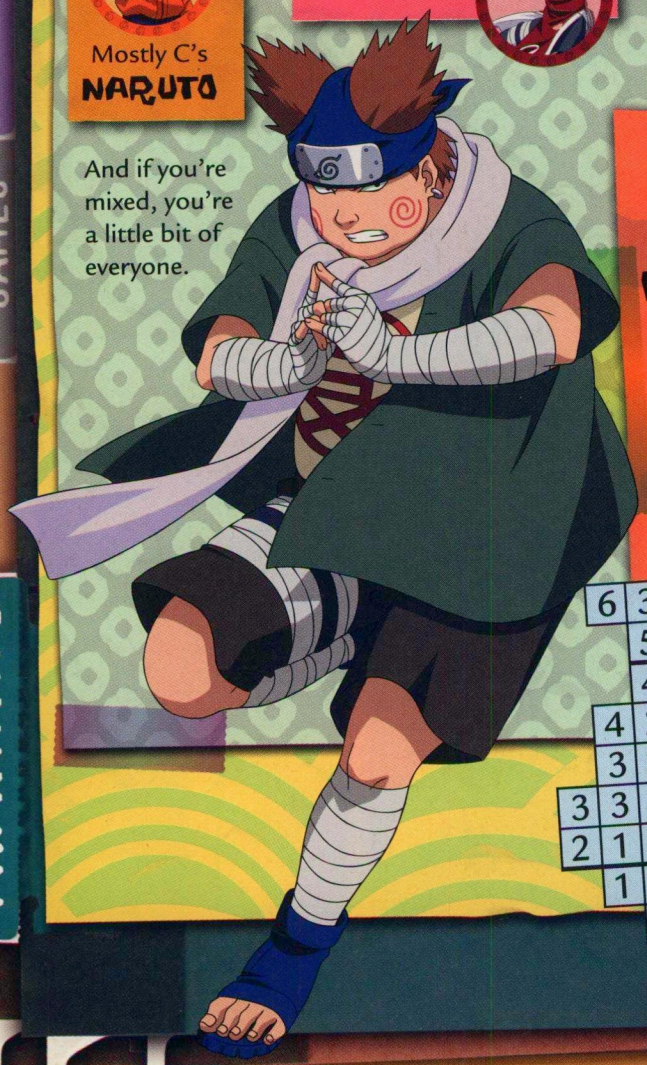
Mostly A's
GAARA

Mostly B's
SASUKE

Mostly C's
NARUTO

Mostly D's
SAKURA

And if you're mixed, you're a little bit of everyone.



N.I.Q.

FROM PAGE 83

Answers:

A. Mind Transfer Jutsu. Use this jutsu to step inside someone else. You'll literally be walking in their shoes.

B. The Sexy Jutsu... that's pretty obvious!

C. Multi Shadow Clone Jutsu. Multiply and conquer the household chores!

D. Any of the following: dogs, toads, slugs, snakes, weasels, monkeys, turtles and spiders.

E. The Sharingan Eye! By using the Sharingan Eye, you'd be able to mimic the magician's movements and abilities. Presto — instant magician!

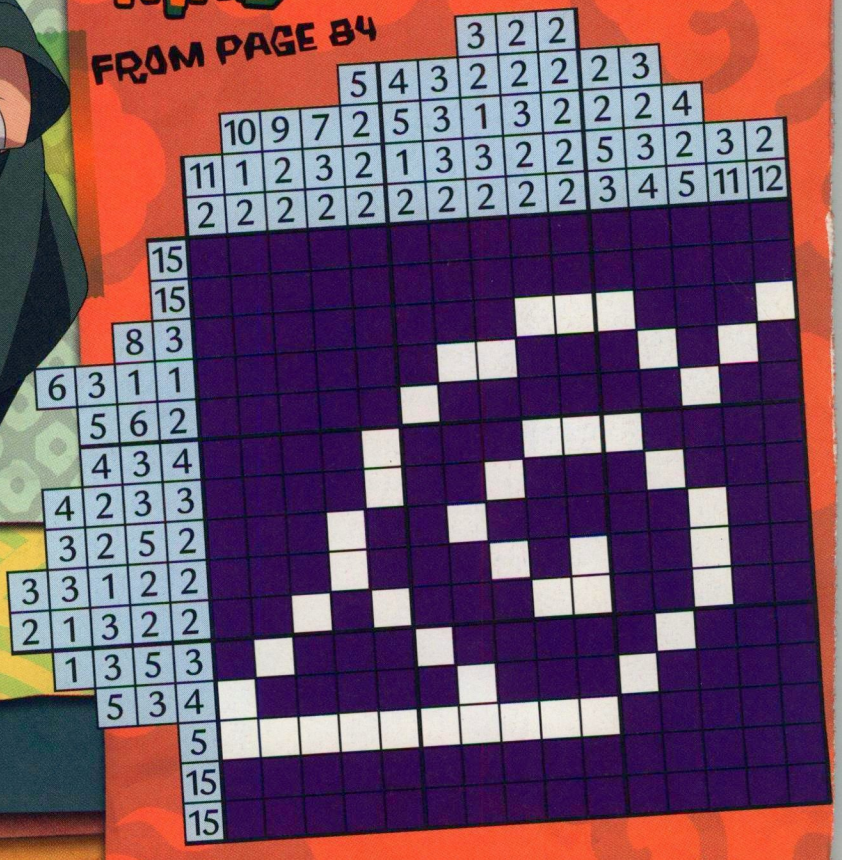
F. Gaara and Temari. Gaara could make a sand barrier to protect you and Temari could use her fan to blow away that wind! You're back to enjoying your day at the beach.

G. Shino. He has a special relationship with insects and can help rid you of those pesky bugs.

H. Naruto and Rock Lee. Naruto never gives up and Lee is the hardest-working ninja going!

NINJA LOGIC

FROM PAGE 84



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Read Right to Left ✦ 20-Page Manga Exclusive! ✦ Kakashi's Origin!!!

NARUTO™

THE MISSION BEGINS...!!

Read It Monthly in SHONEN JUMP
THE WORLD'S MOST POPULAR MANGA

Chapter 239

Trust Your Team! SUPPLEMENT

THE FOLLOWING BRIEF SUMMARY COVERS THE *NARUTO* MANGA VOLUMES, STARTING WITH THE FIRST VOLUME AND ENDING A FEW CHAPTERS INTO VOLUME 27.

Epic Backstory

CLASSIFIED The chapter you're about to read features one of Kakashi's earliest battles. This isn't the elder, cool and collected Kakashi you know — the Kakashi who trained Naruto, Sasuke and Sakura. This is Kakashi when he was about their age, still in training himself, and yet to gain his most awesome power. **Warning:** the intelligence we're about to share is for your eyes only.

You've read the classified background documents — you know that a dozen years ago a destructive Nine-Tailed Fox attacked the ninja village called Konohagakure. The Hokage, or village champion, defeated the fox by sealing its soul into the body of a baby boy. That boy is Naruto, once the bane of the Konohagakure Ninja Academy. But despite a rough start, he and his friends, Sasuke and Sakura, successfully joined the ranks of the ninja.

During the Chûnin Selection Exams, they were attacked by Orochimaru, who vanished only after he placed a curse mark on Sasuke. Halfway through the third exam, however, Orochimaru and his henchmen launched Operation Destroy Konoha! The attack was thwarted when the Third Hokage sacrificed his life. After a deadly battle with Orochimaru, Tsunade became the Fifth Hokage.

Lured by the power of Orochimaru, Sasuke departed Konoha with the Sound Four. In pursuit of Sasuke, Shikamaru and his team weathered desperate battles. Naruto clashed violently with Sasuke but he failed to stop his friend. When

the first part of the epic came to a close, Naruto, Sakura and others began their extended training. They have three years to prepare to recover Sasuke from Orochimaru's grip — and, meanwhile, the mysterious Akatsuki plots...

KAKASHI TIMEWARP

In volume 27 of the manga, just as Naruto enters his training with Jiraiya and Sakura enters her training with Tsunade, the story pauses for two and a half years. When volume 28 begins, Naruto and all his friends are older, strong and, perhaps, even a little bit wiser. But between the close of "Part 1" of the manga and the beginning of "Part 2," creator Kishimoto-sensei turns back the clock with an extended story about Kakashi's early years. The story opens with a mission involving Kakashi, Obito, Rin and their teacher, the character we recognize as the Fourth Hokage...

BIRTH OF A MENTOR

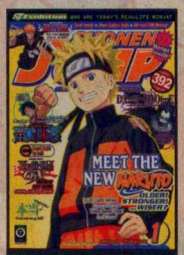
We know that manga is where it all begins — before the video games, before the collectible cards, before the action figures, before the anime ... there is the manga. But how about the origins of the manga characters themselves?! What made Orochimaru the dastardly menace he is, what made Gaarra and Naruto take their way different paths in life — and what made Kakashi the great mentor he is? This manga supplement addresses just that subject — it follows one of Kakashi's most formative battles. Excerpted from volume 27 of the *Naruto* manga, this is the first time this segment has been published in full, magazine-size in English!

MANGA: WHERE ALL GOOD THINGS BEGIN

The manga is where the *Naruto* story actually begins — before it's ever turned into anime episodes or video games, or the characters are made into action figures. The *Naruto* story springs from the mind of the talented Japanese manga creator Masashi Kishimoto, who continues to come up with the ideas that are the basis for everything in the growing *Naruto* universe.

It all began in Japan's *Weekly Shonen Jump*.

In Japan, Kishimoto-sensei's *Naruto* manga is serialized in the magazine *Weekly Shonen Jump* — the same magazine that gave the world *Dragon Ball*, *Slam Dunk*, *One Piece*, *Bleach* and so many other great manga! Every week, Kishimoto-sensei writes and draws some 20 pages of manga to tell the ongoing story of everyone's favorite ninja. Once the manga is published over there, a renowned TV production studio, Pierrot, creates the anime episodes, basing them closely on the manga. In North America, the manga is published every month in SHONEN JUMP and then collected in paperback manga volumes. The anime is broadcast on Cartoon Network, streamed online at ToonamiJetstream.com and later sold on DVD.



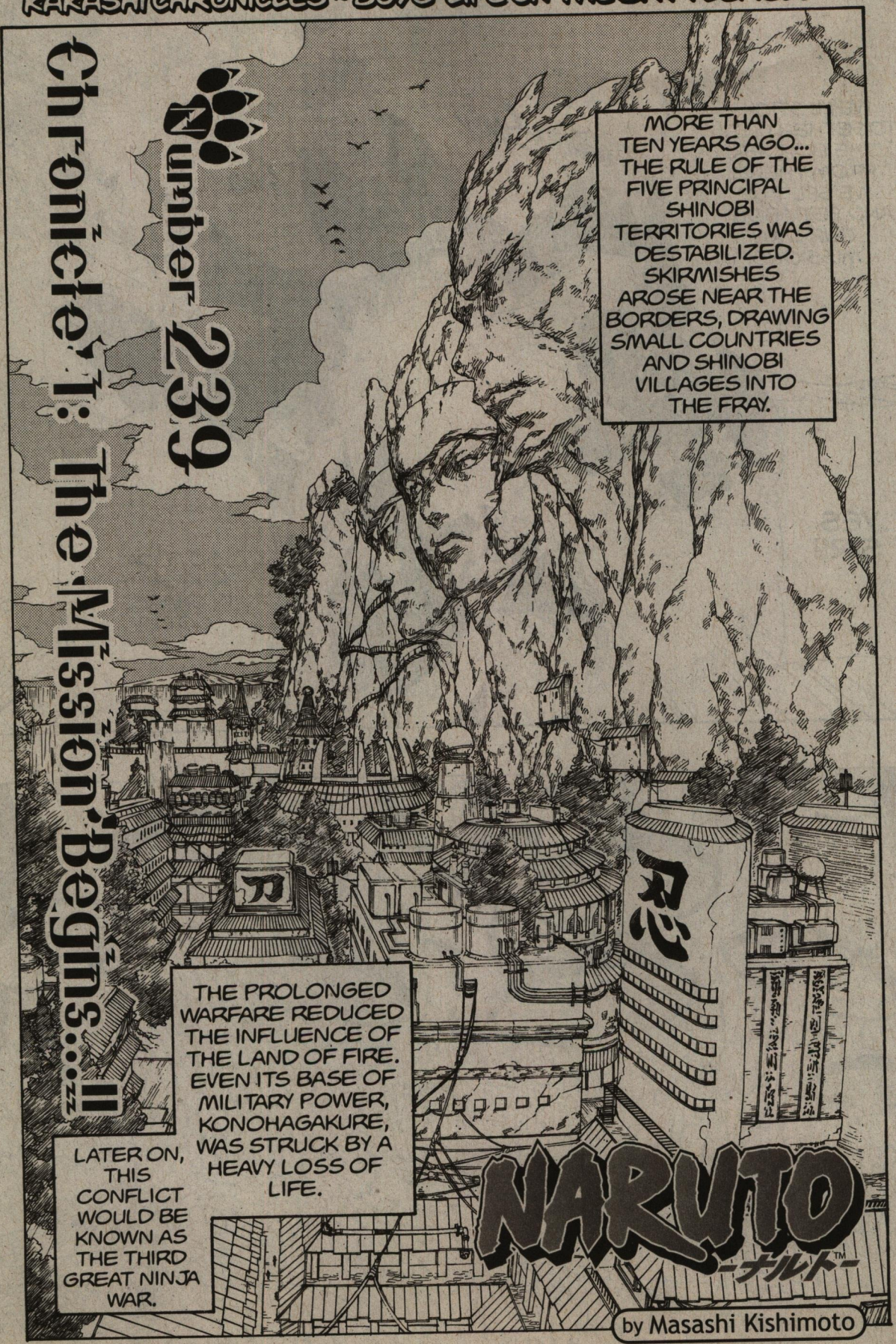
It's serialized in SHONEN JUMP!

It's collected in the manga volumes.

KAKASHI CHRONICLES ~ BOYS' LIFE ON THE BATTLEFIELD ~

Number 239

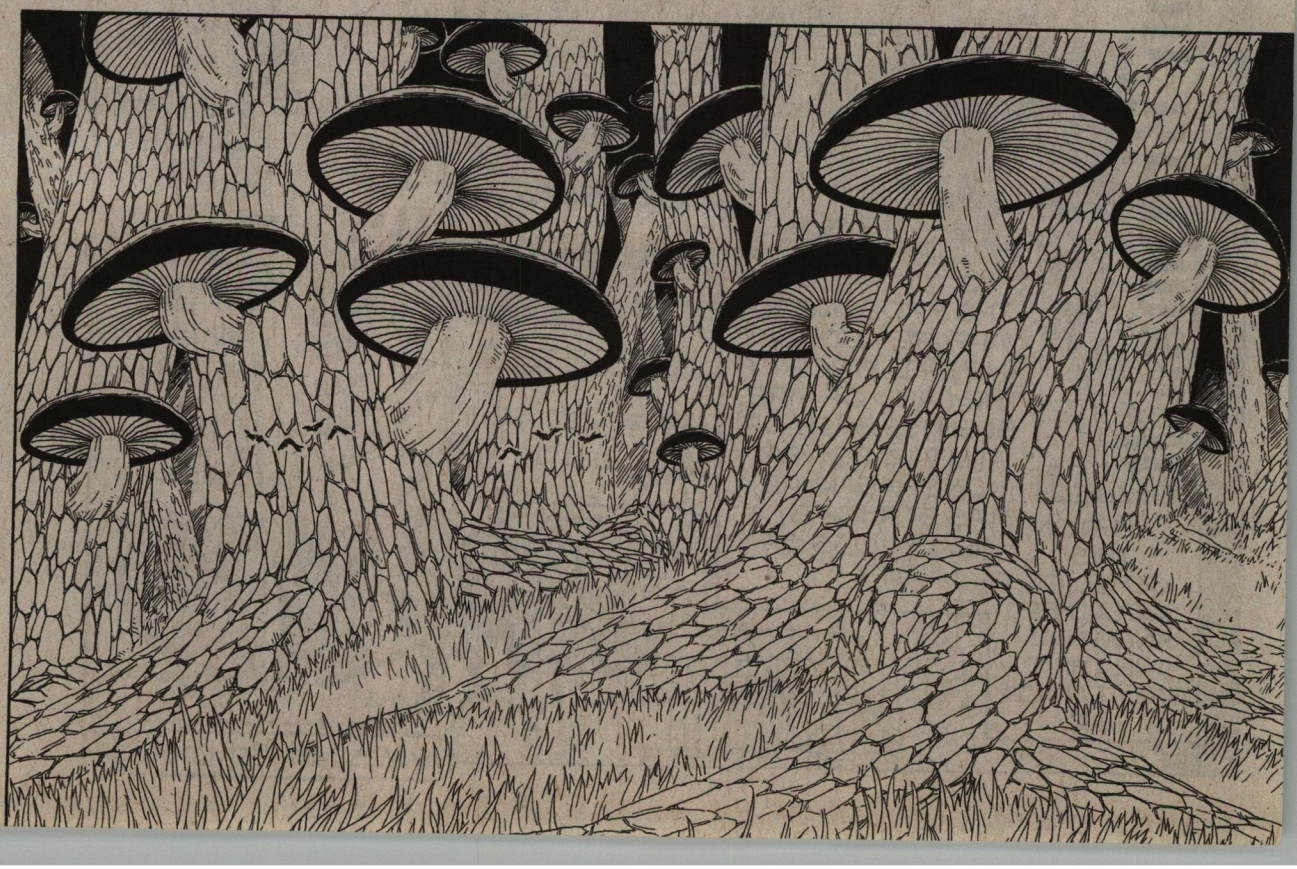
Chronicle 1: The Mission Begins...!!

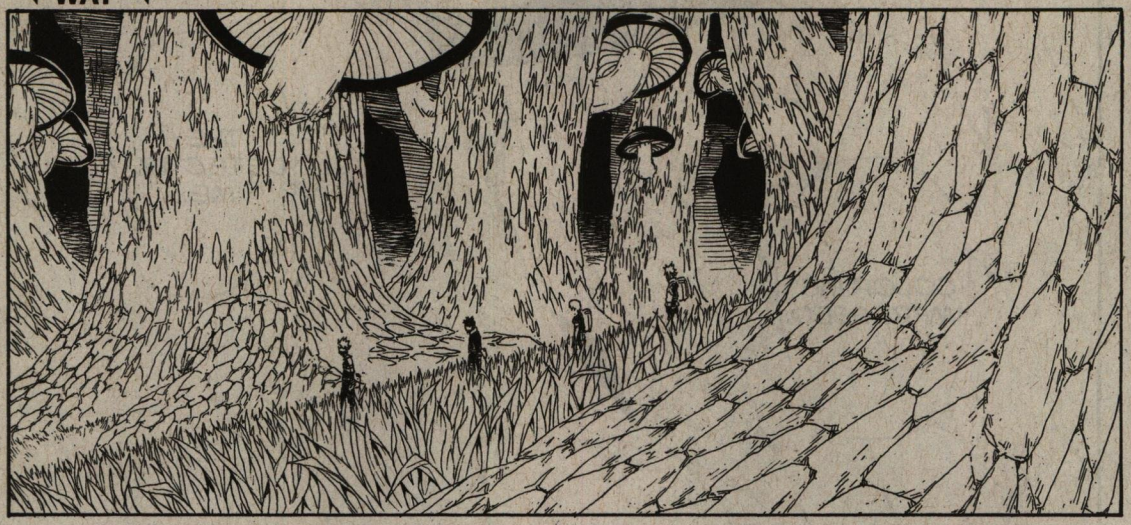


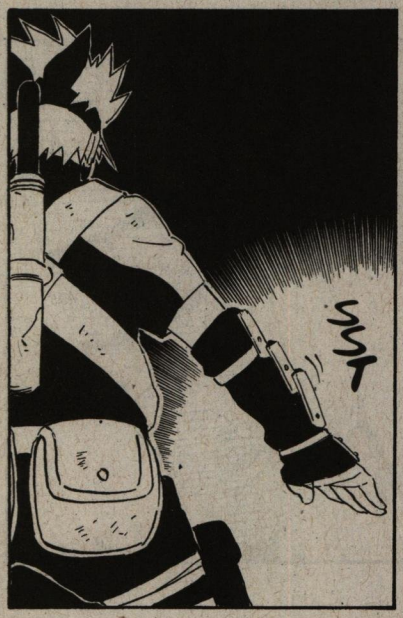
NARUTO
-ナルト-™

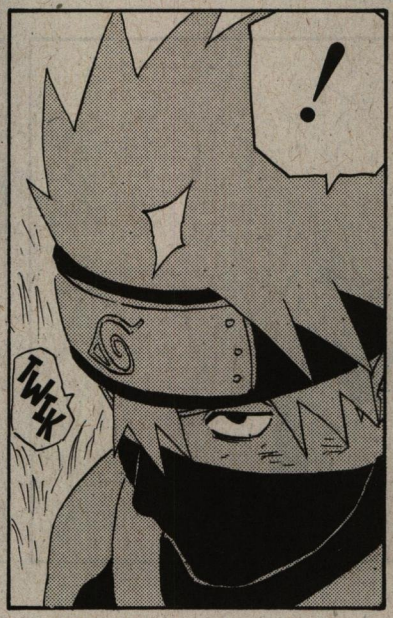
by Masashi Kishimoto

WE'LL STICK TOGETHER UNTIL THE BORDER. FROM THERE, WE SPLIT UP AND SET ABOUT OUR OWN MISSIONS.
SMEK
SMEK
YES SIR!!
SO TODAY KAKASHI IS IN CHARGE, GOT IT?





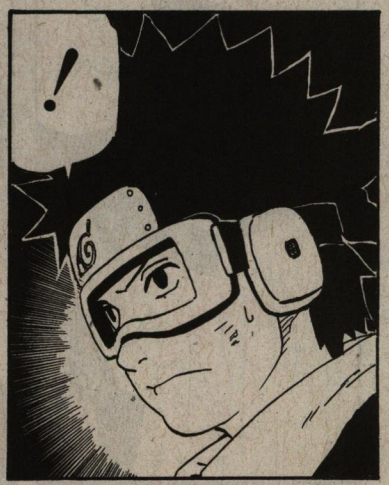

SSS


!
KAKI

SHIT

NICE...
KAKASHI.

!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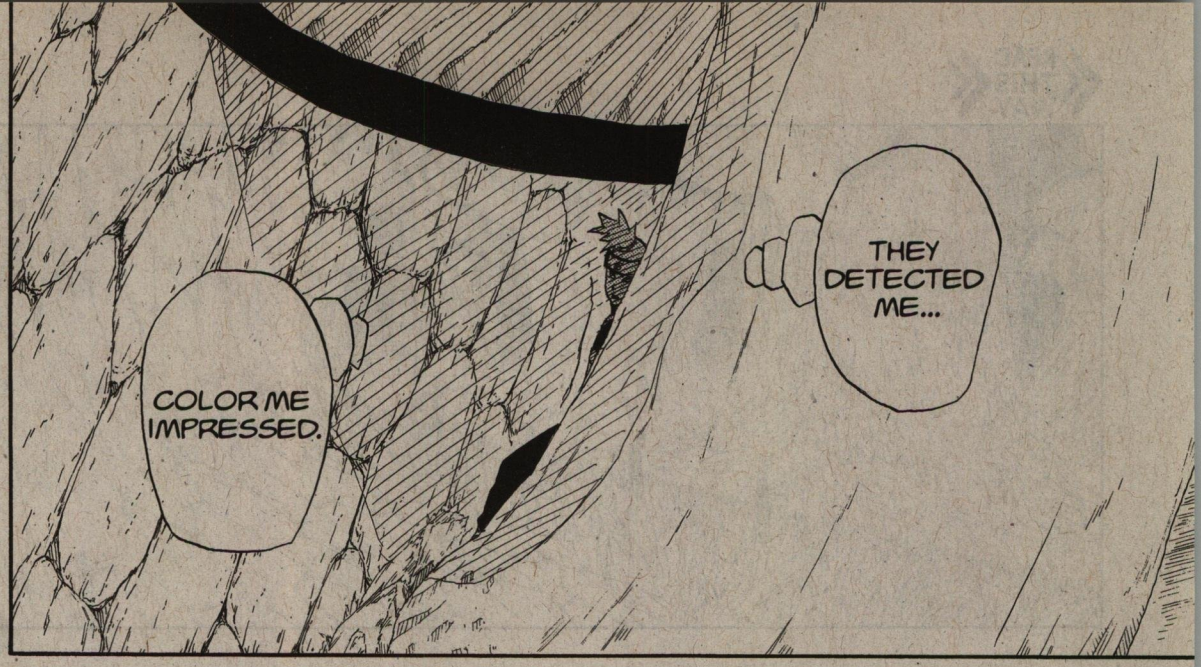
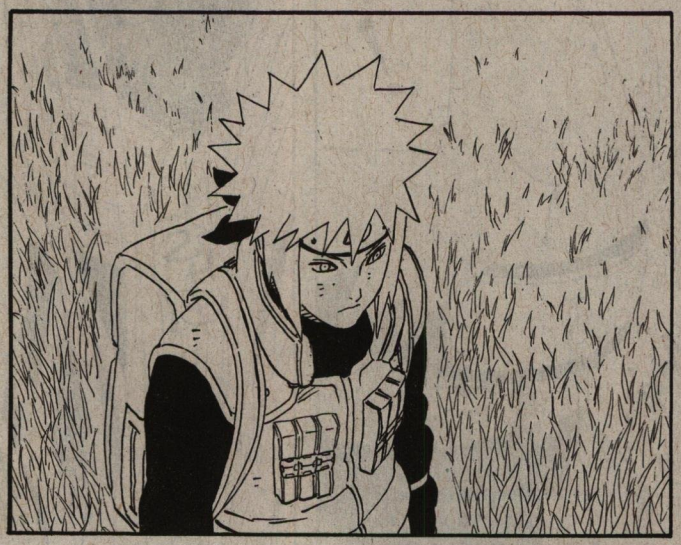
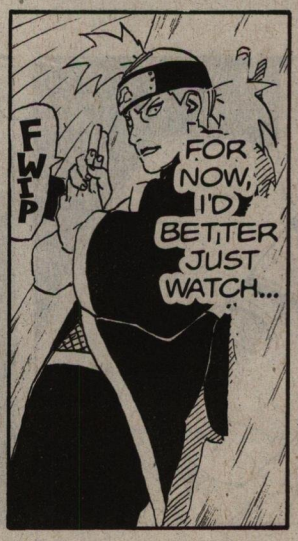
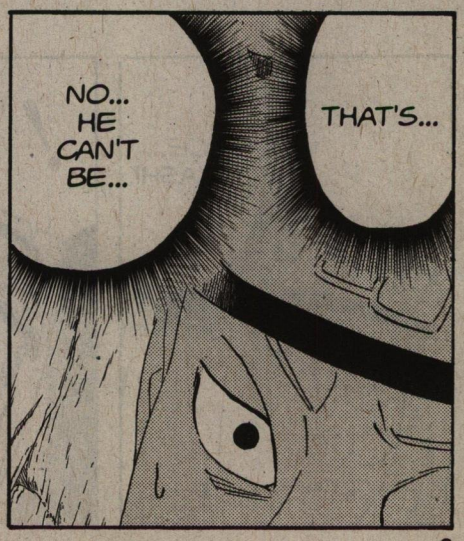

THEY DETECTED ME...
COLOR ME IMPRESSED.



!

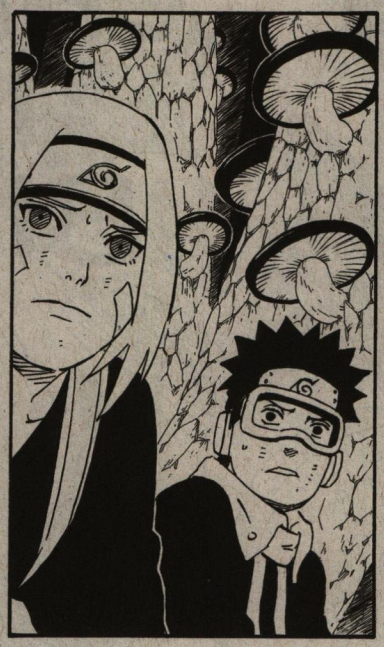
HM!
IS HE... ALONE?

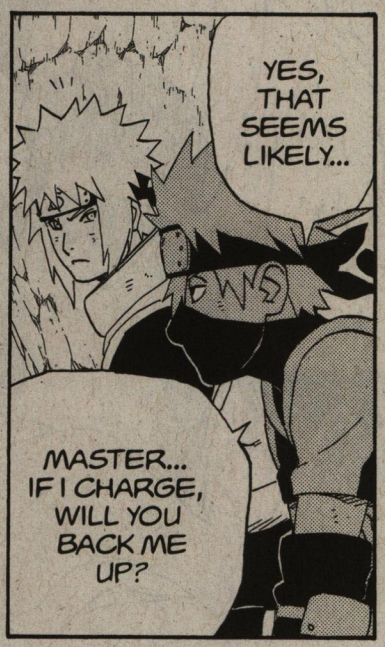

FWIP
FOR NOW, I'D BETTER JUST WATCH...

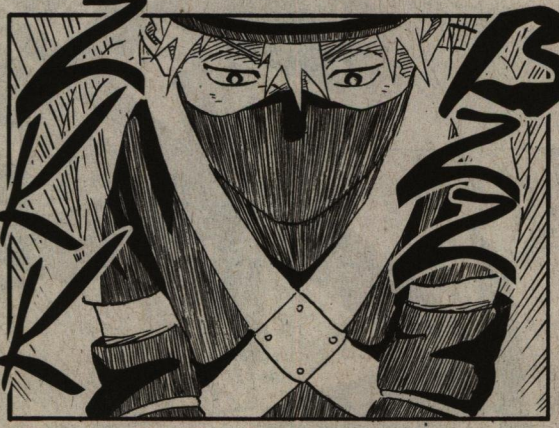

NO... HE CAN'T BE...
THAT'S...

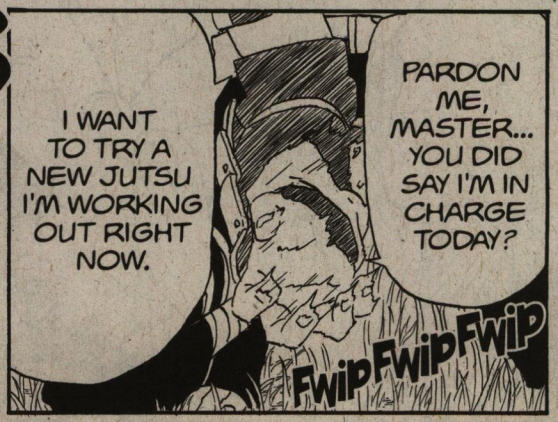
THERE'RE AT LEAST TWENTY... BUT I BELIEVE THEY'RE SHADOW DOPPEL-GANGERS.
BE ALERT, EVERY-ONE...

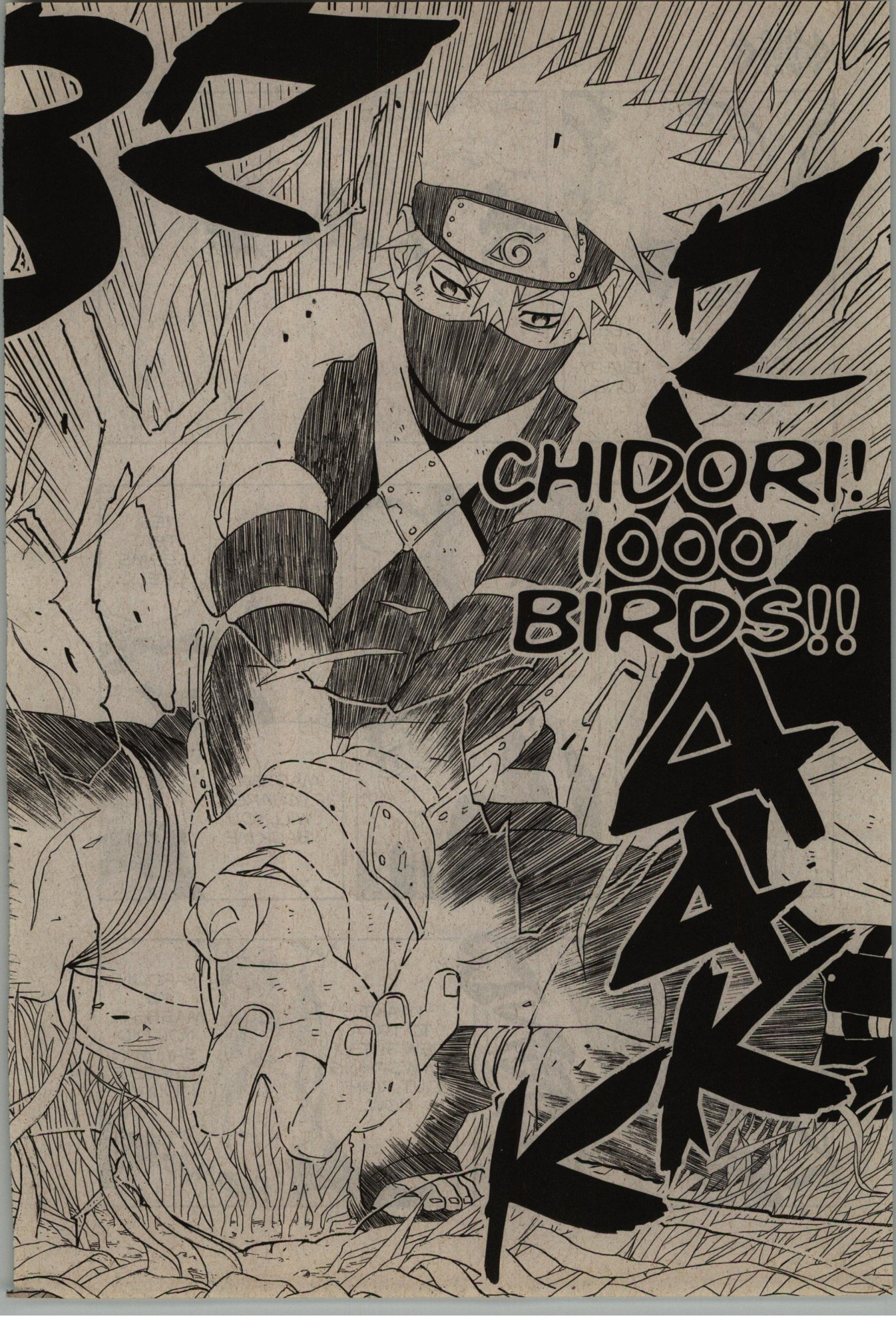
WHY DON'T YOU BACK ME UP INSTEAD.
LET'S NOT RUSH, KAKASHI.

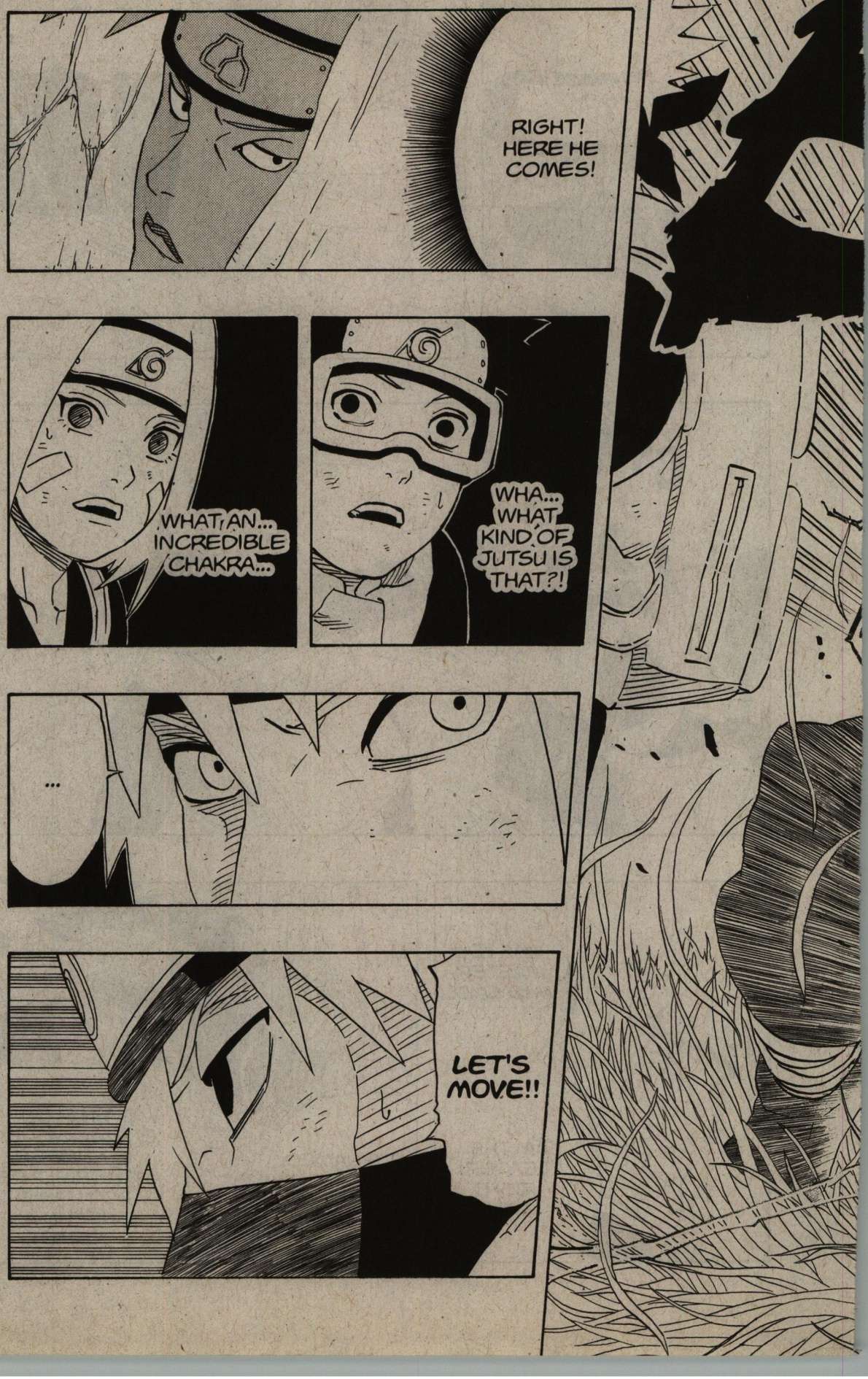


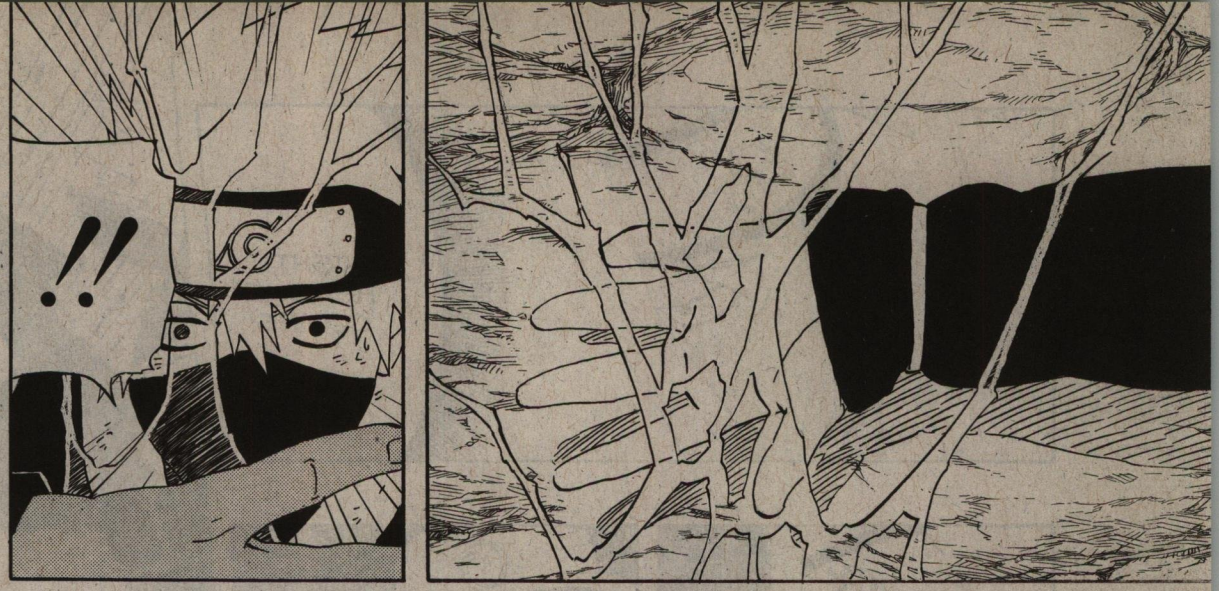

YES, THAT SEEMS LIKELY...
MASTER... IF I CHARGE, WILL YOU BACK ME UP?


KAKASHI


I WANT TO TRY A NEW JUTSU I'M WORKING OUT RIGHT NOW.
PARDON ME, MASTER... YOU DID SAY I'M IN CHARGE TODAY?
FWIP FWIP FWIP


CHIDORI!
1000
BIRDS!!


RIGHT! HERE HE COMES!
WHAT, AN... INCREDIBLE CHAKRA...
WHA... WHAT KIND OF JUTSU IS THAT?!
...
LET'S MOVE!!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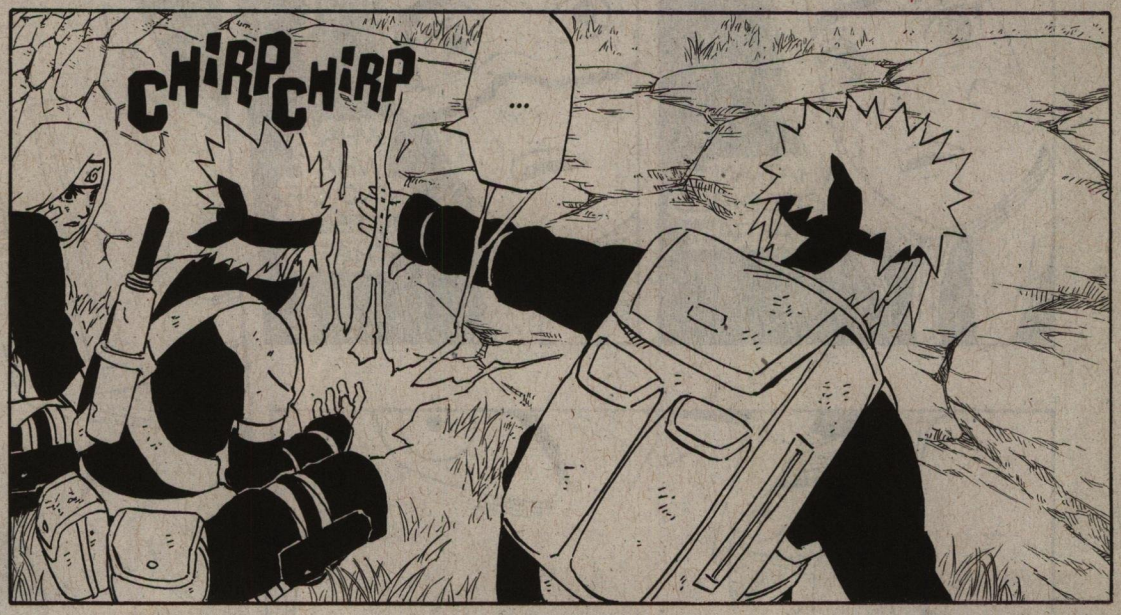
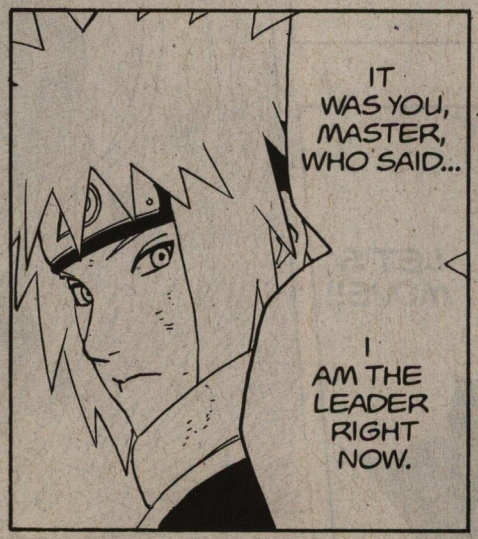
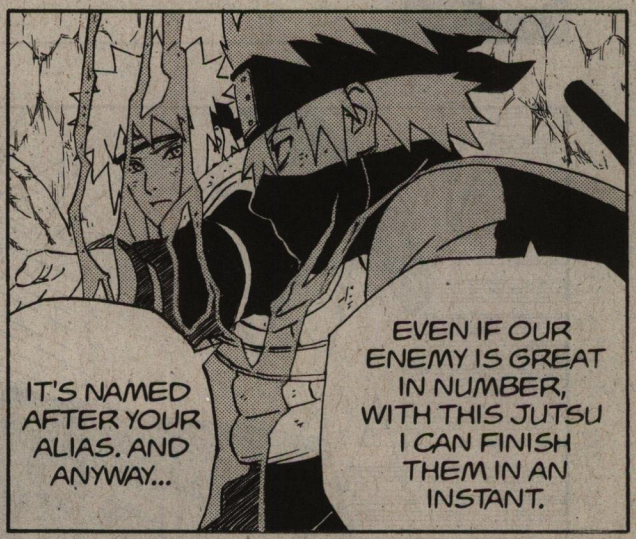
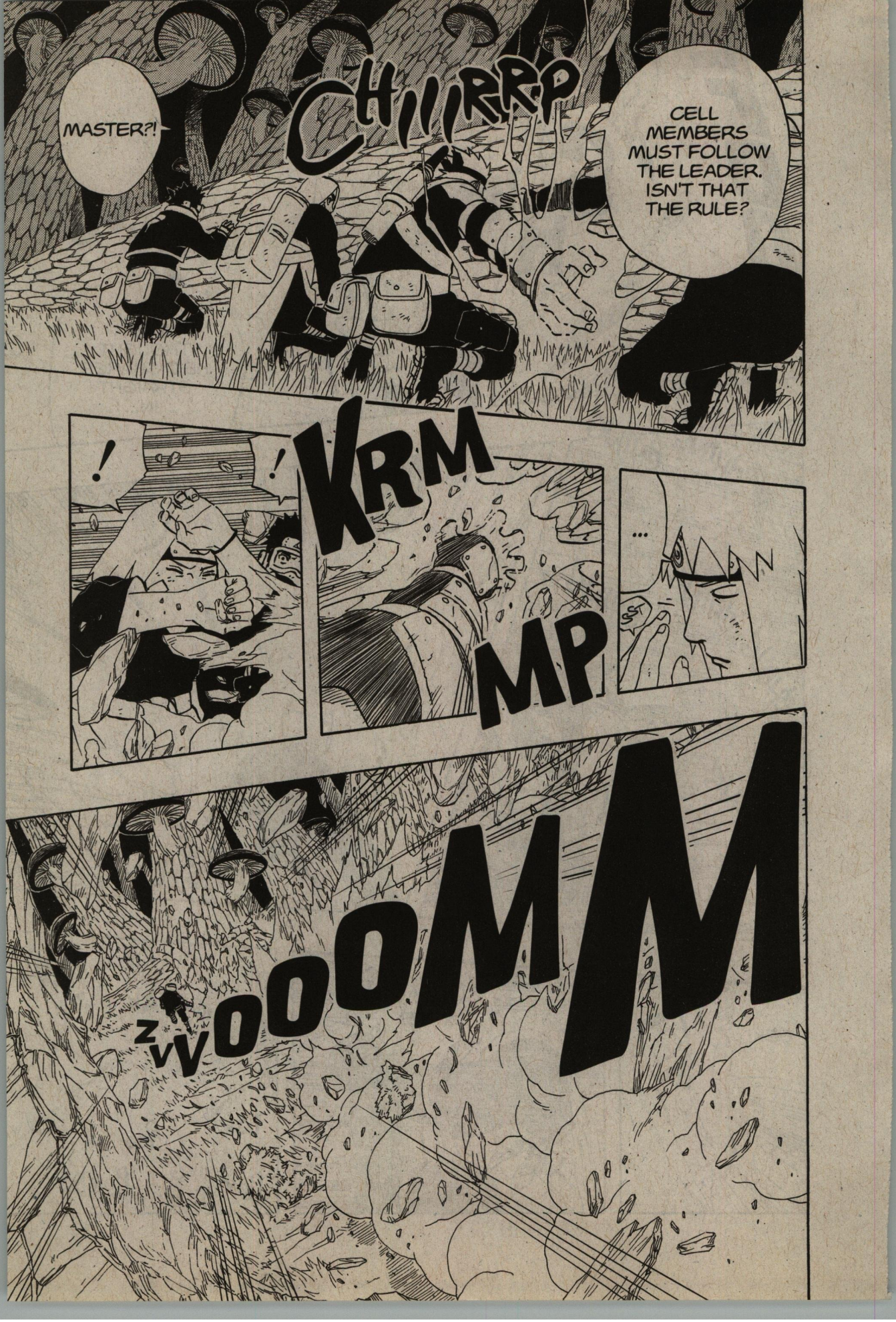

CHIRP CHIRP
...


IT WAS YOU, MASTER, WHO SAID...
I AM THE LEADER RIGHT NOW.

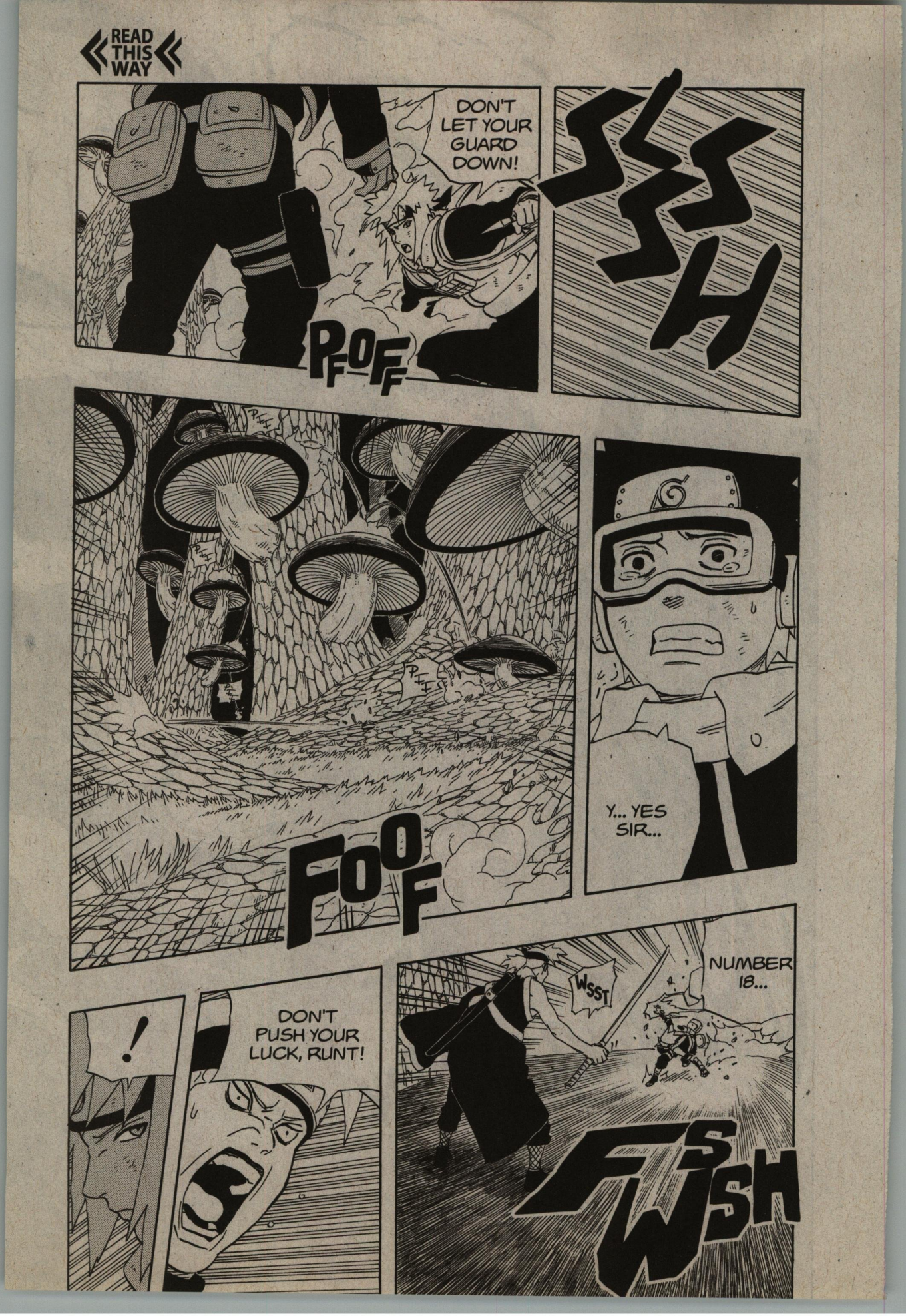

IT'S NAMED AFTER YOUR ALIAS. AND ANYWAY...
EVEN IF OUR ENEMY IS GREAT IN NUMBER, WITH THIS JUTSU I CAN FINISH THEM IN AN INSTANT.


MASTER?!
CHIIRRP
CELL MEMBERS MUST FOLLOW THE LEADER. ISN'T THAT THE RULE?
!
!
KRM
MP
...
ZVVOOOOMM

FOOSH
ZVVOOM
SNIK
NEVER THOUGHT HE'D CHARGE STRAIGHT IN...
CHING CHING
CHING CHING
CHING
CHING
CHING
EEK!
TAK
TOK
TAK
PLOK
PLOK
PLOK
TAK

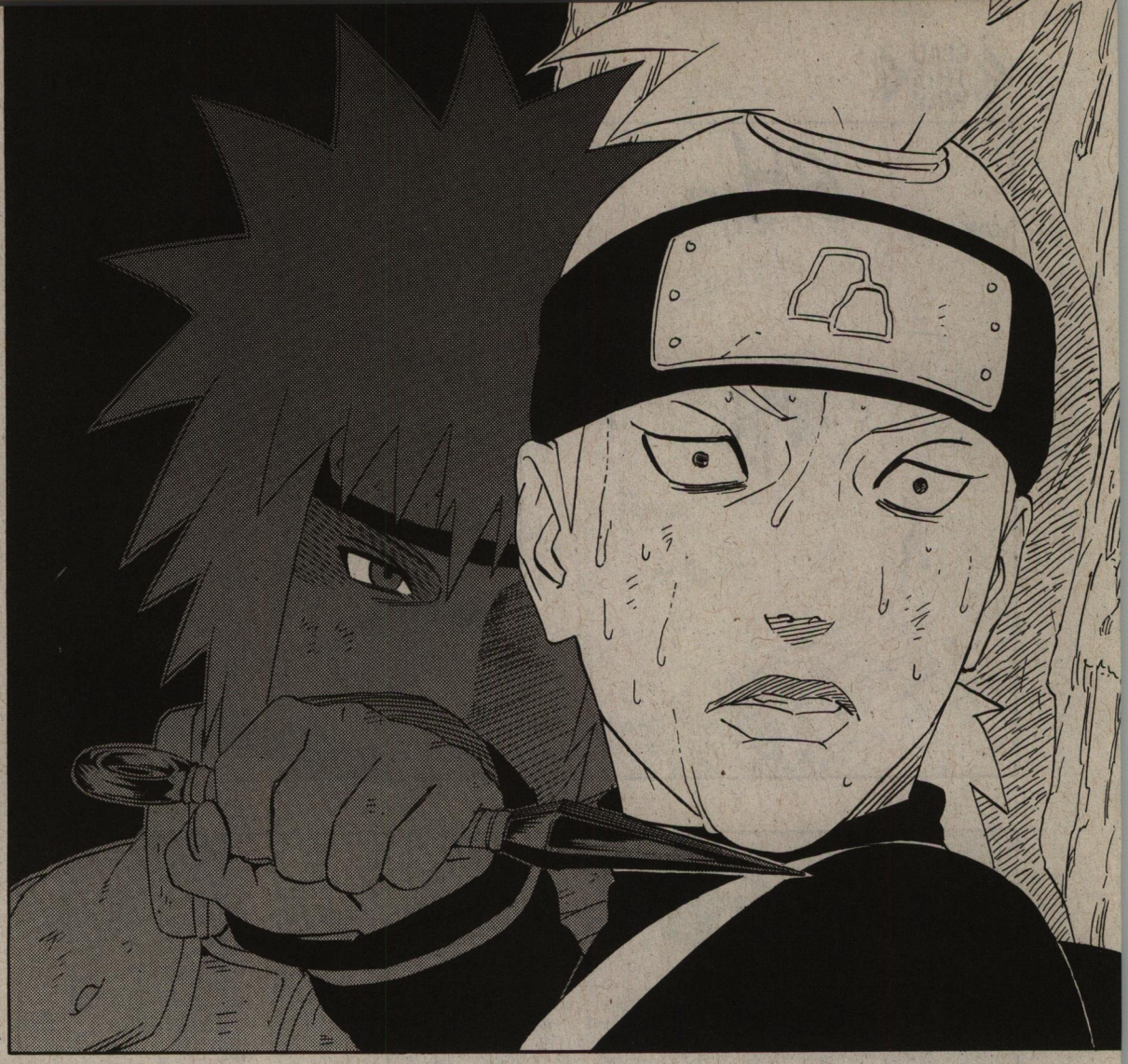
NOW HERE I COME!
ダッ
タタ
BZZK
GRR
THE KUNAI KNIVES PINPOINTED ALL OF YOUR LOCATIONS.
SH LOKK
FSSH
HE'S FAST!
!!
TUKK
!
SWSH

ARGH! A SHADOW DOPPEL-GANGER...
!
PFOFF
UGAH!
NEXT ONE!
!!
SKRRT
WOOP WOOP
?!

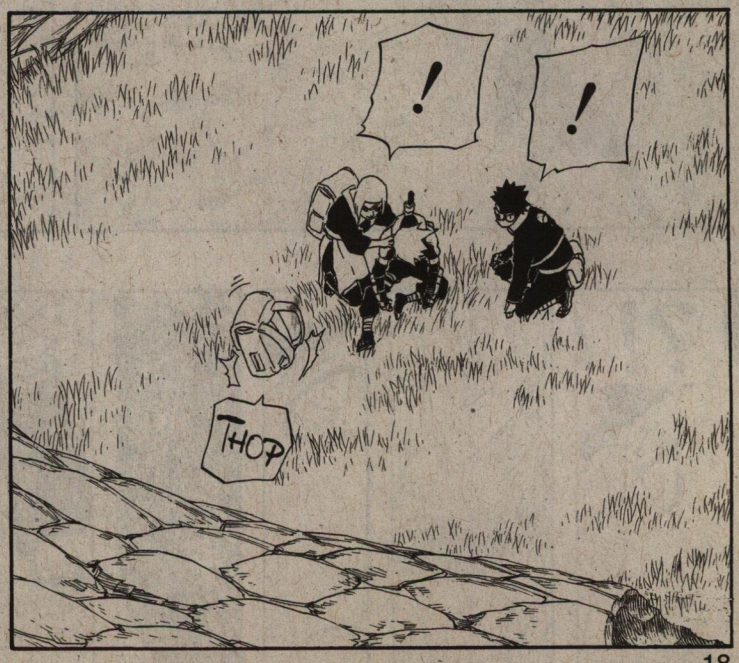

READ THIS WAY
DON'T LET YOUR GUARD DOWN!
POOF
SSSSH
FOOF
Y... YES SIR...
!
DON'T PUSH YOUR LUCK, RUNT!
WSST
NUMBER 18...
FWSSH

!!
WOOSH
SPAK

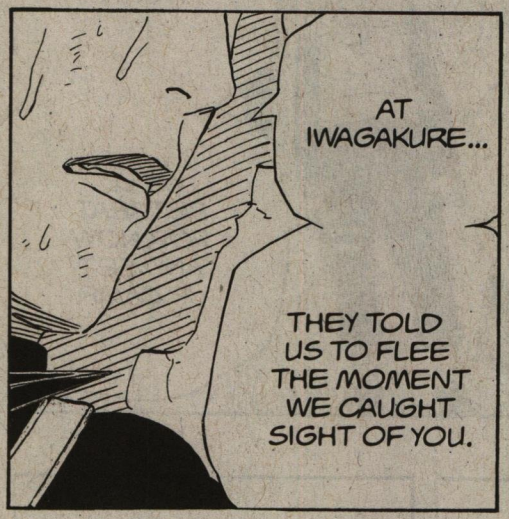
READ THIS WAY
KAKASHI!
SHIP
WSSH
WSSH
BUT THE WAY THAT GUY MOVED...
I BARELY MANAGED TO COUNTER-ATTACK THAT BRAT.
HUF
?!
SLURR
SST
I MARKED HIM...

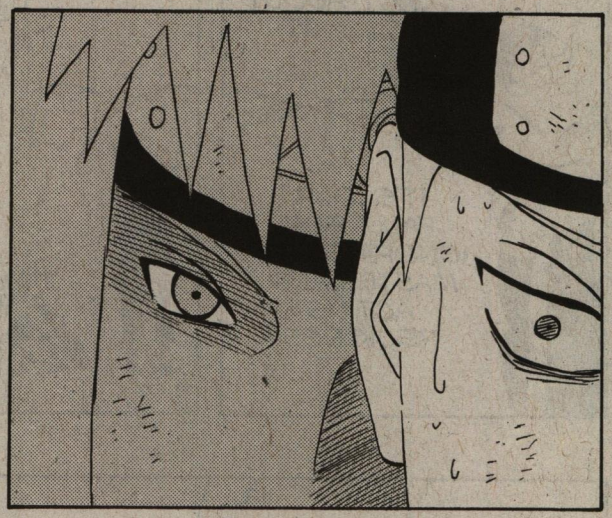


MASTER'S ART OF INSTAN-TANEOUS TELEPOR-TATION..
...IS SO FAST!!

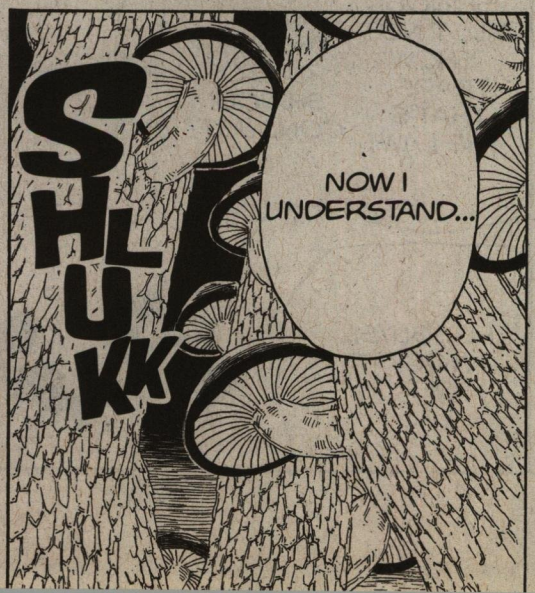

!
!
THOP

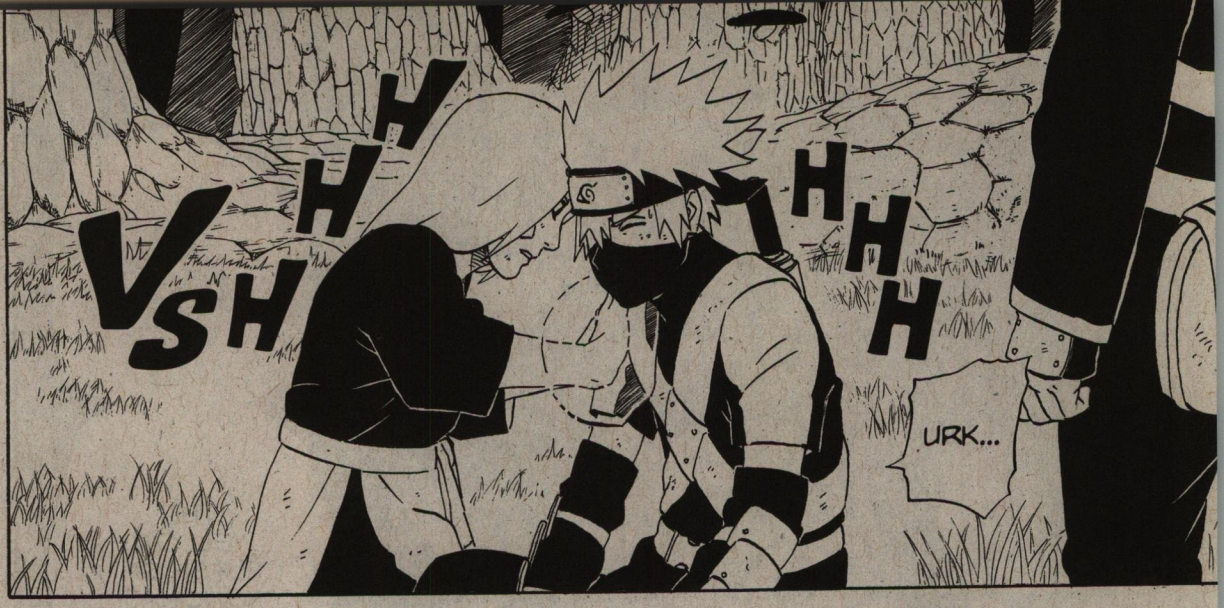
NO... NO WAY... YOU CAN'T BE...
THE YELLOW FLASH OF KONOHA?!

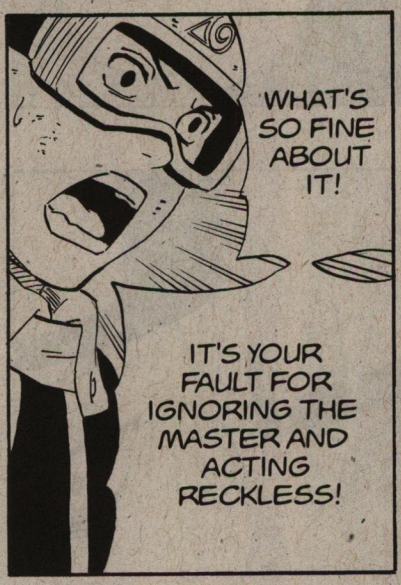

AT IWAGAKURE...
THEY TOLD US TO FLEE THE MOMENT WE CAUGHT SIGHT OF YOU.

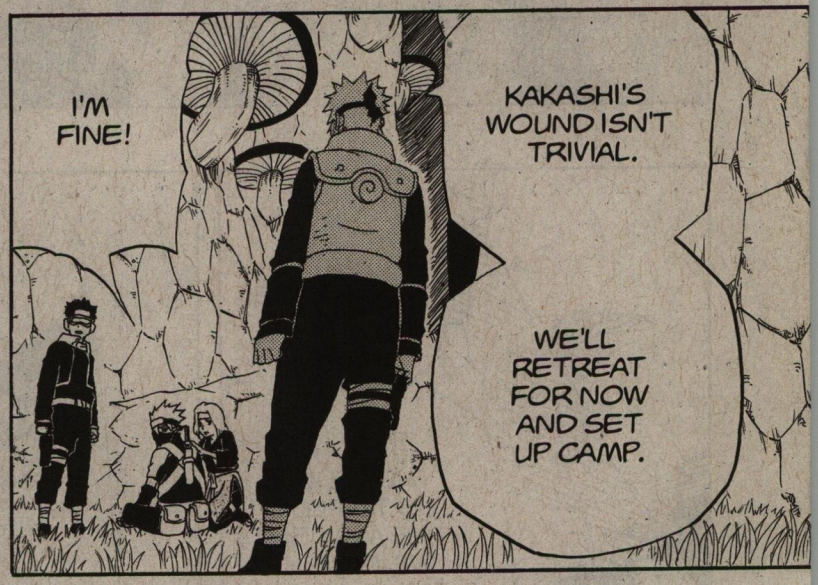


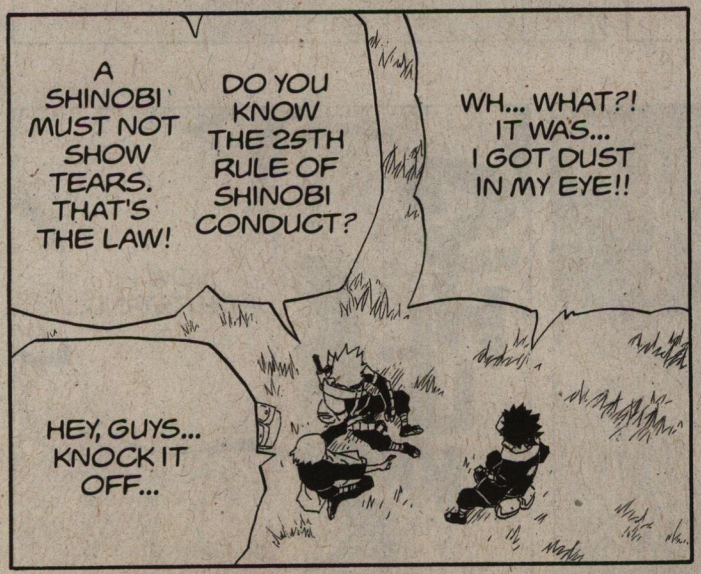
FLUP


SHUKK
NOW I UNDERSTAND...

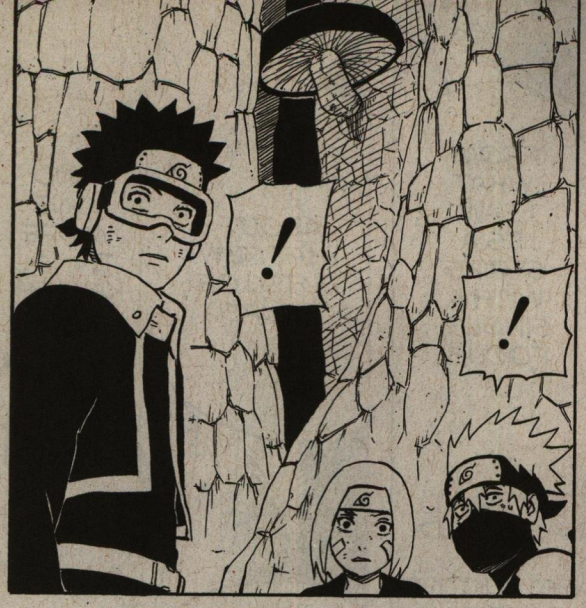

VSH
H
H
H
H
H
URK...


WHAT'S SO FINE ABOUT IT!
IT'S YOUR FAULT FOR IGNORING THE MASTER AND ACTING RECKLESS!


I'M FINE!
KAKASHI'S WOUND ISN'T TRIVIAL.
WE'LL RETREAT FOR NOW AND SET UP CAMP.


A SHINOBI MUST NOT SHOW TEARS. THAT'S THE LAW!
DO YOU KNOW THE 25TH RULE OF SHINOBI CONDUCT?
WH... WHAT?! IT WAS... I GOT DUST IN MY EYE!!
HEY, GUYS... KNOCK IT OFF...

SURELY NOT YOU, THE SPINELESS CRYBABY OF THE ELITE UCHIHA!
I TOLD YOU NOT TO TALK TO ME THAT WAY.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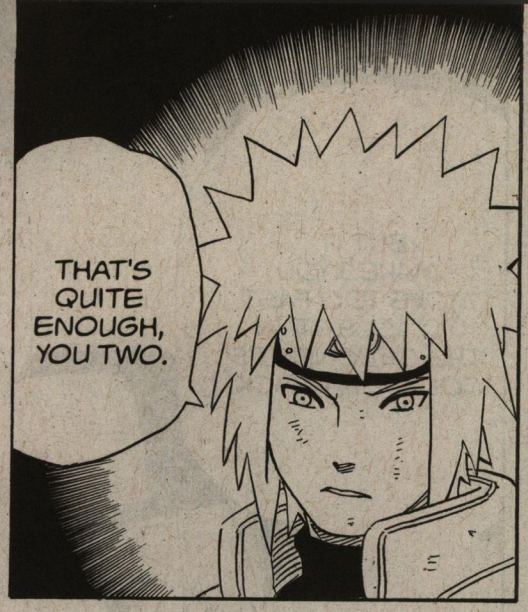
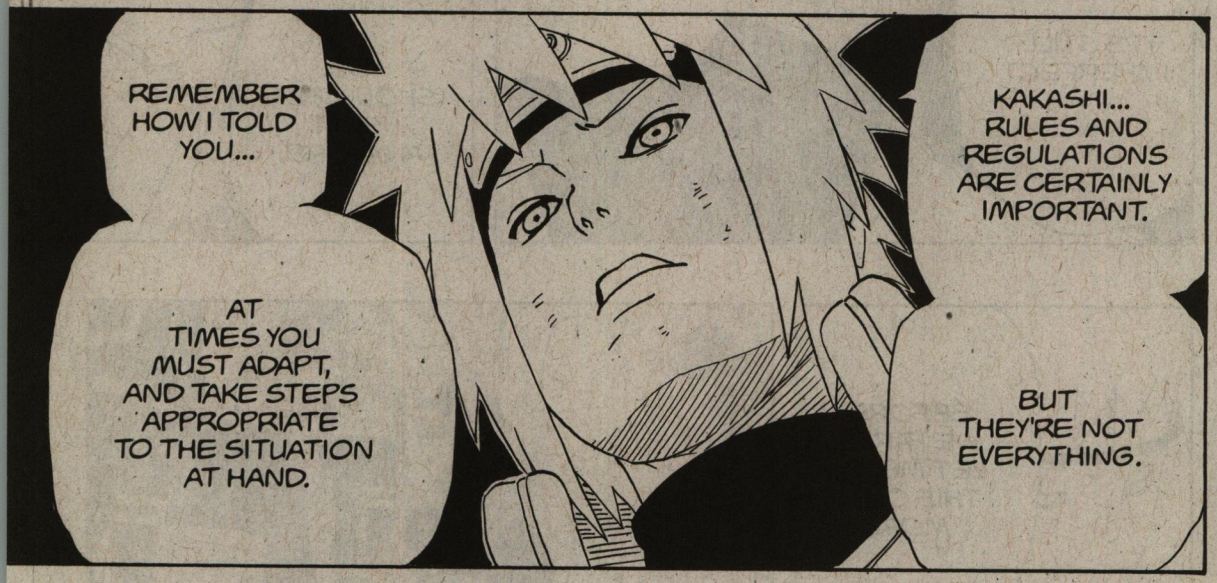
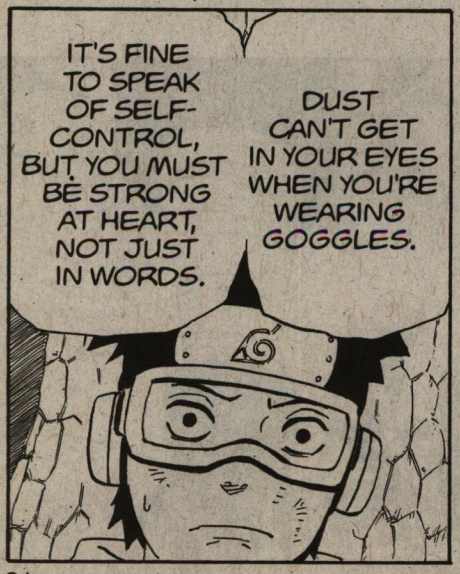
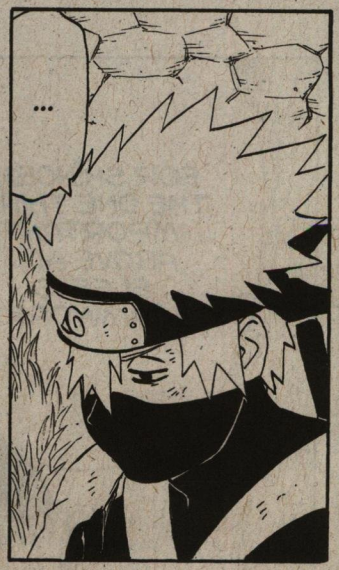

THAT'S QUITE ENOUGH, YOU TWO.


REMEMBER HOW I TOLD YOU...
AT TIMES YOU MUST ADAPT, AND TAKE STEPS APPROPRIATE TO THE SITUATION AT HAND.
KAKASHI... RULES AND REGULATIONS ARE CERTAINLY IMPORTANT.
BUT THEY'RE NOT EVERYTHING.


IT'S FINE TO SPEAK OF SELF-CONTROL, BUT YOU MUST BE STRONG AT HEART, NOT JUST IN WORDS.
DUST CAN'T GET IN YOUR EYES WHEN YOU'RE WEARING GOGGLES.

AS FOR YOU, OBITO...
SEE! LISTEN UP!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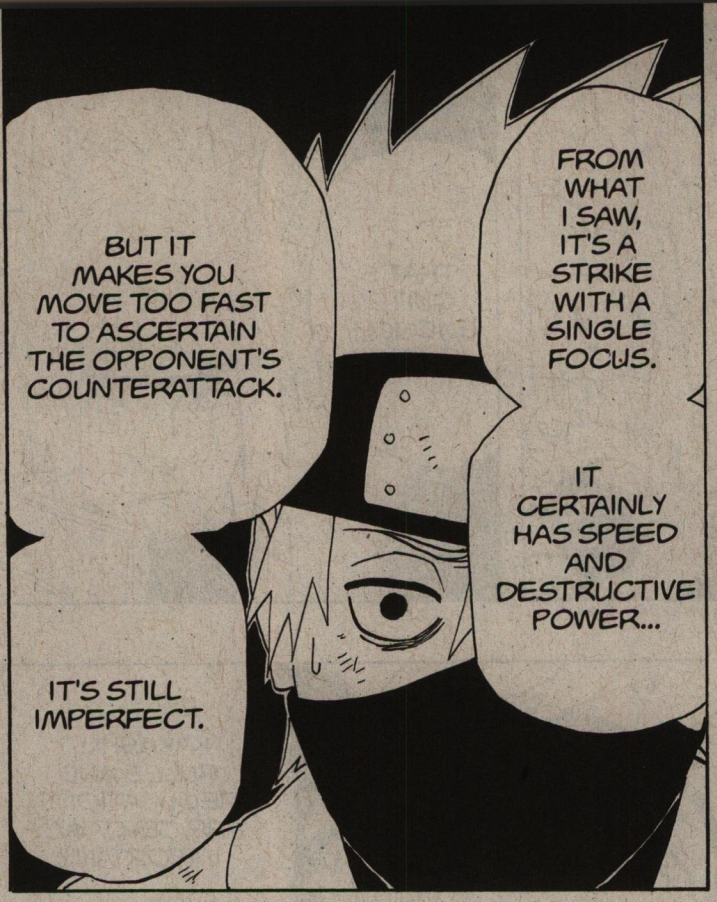
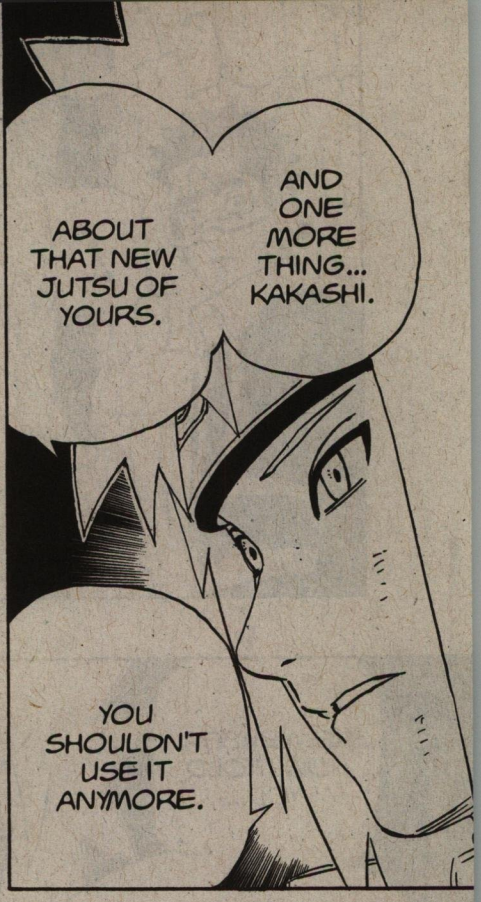
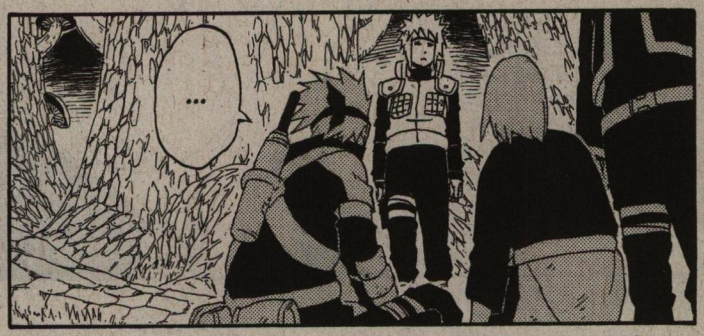
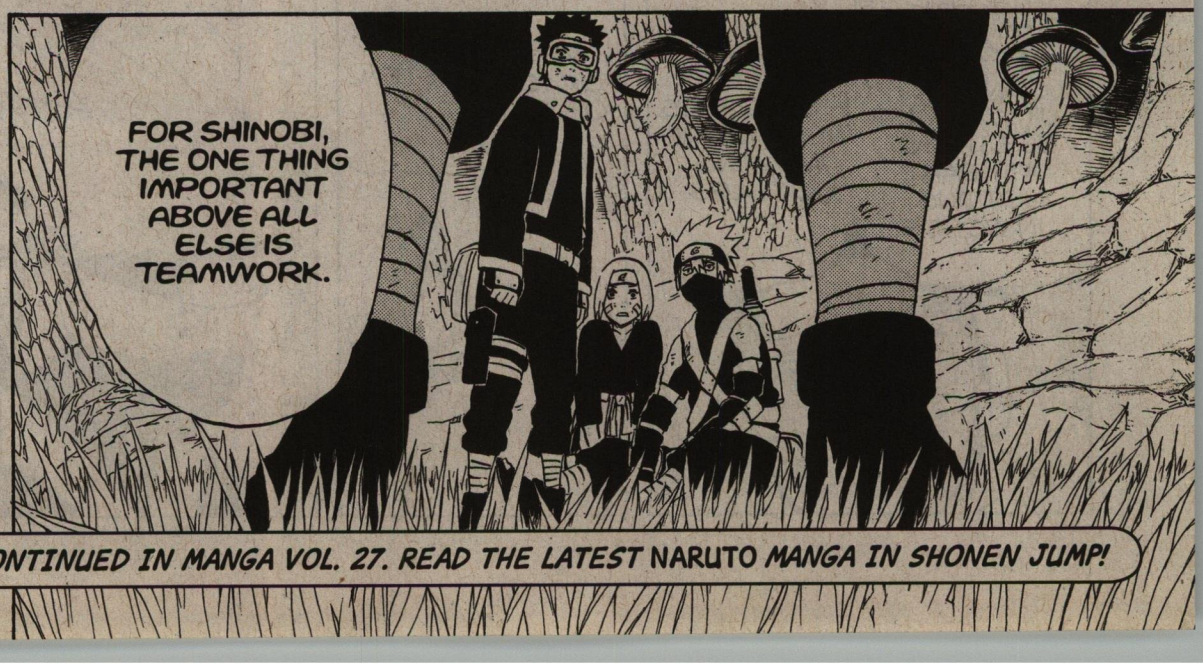








...CONTINUED IN MANGA VOL. 27. READ THE LATEST NARUTO *MANGA IN SHONEN JUMP!*

NINJA TRAINING EXAM!!!

Do you know there are brain benders in every issue of SHONEN JUMP magazine?

Much information has been collected on the ninja of the village known as Konohagakure, as well as of their adversarial relations with other ninja. The following test will rank your level of experience with this confidential data. These questions relate to incidents that occur in volumes 1 through 27 of the manga. (That's spy talk for: spoilers ahead!!!)

1. WHICH OF THE FOLLOWING IS NOT AN UCHIHA?

A: Sasuke
B: Itachi
C: Obito
D: Rin

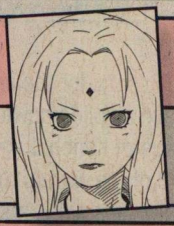
2. WHICH OF THE FOLLOWING IS NOT ONE OF THE LEGENDARY THREE NINJA?

A: Tsunade
B: Orochimaru
C: The Fourth Hokage
D: Jiraiya

3. WHAT IS SASUKE SEALED IN BY THE SOUND FOUR?

A: a barrel
B: a scroll
C: a ramen crate
D: a giant lotus leaf

4. WHAT IS TSUNADE'S SECRET FEAR?



A: ramen
B: sand
C: blood
D: children

5. WHICH OF THESE IS SAKON'S TWIN?

A: Ukon
B: Akon
C: Egoyan
D: Spartan

6. WHICH OF THE FOLLOWING IS HUMAN?

A: Gamabunta
B: Pakkun
C: Akamaru
D: Konohamaru

7. WHO SAVES NARUTO FROM AN ATTEMPTED KIDNAPPING BY THE AKATSUKI AGENTS ITACHI AND KISAME?

A: Kakashi
B: Tsunade
C: Sakura
D: Shino

8. HOW MANY BIRDS ARE THERE IN SASUKE'S SIGNATURE MOVE?

A. one hundred
B. a dozen
C. five hundred
D. one thousand

9. HERE'S A PICTURE OF THE FIRST FOUR HOKAGES, AS PORTRAYED ON THE MOUNTAIN ALONGSIDE KONOHAGAKURE. LABEL THEM FROM 1 THROUGH 4, FROM LEFT TO RIGHT.

A: 3, 4, 1, 2
B: 2, 3, 4, 1
C: 1, 2, 3, 4
D: 4, 3, 1, 2

TRIVIA CONTINUED ON PAGE 24!

What's Next for Naruto?

When you're done reading this chapter, find out what happens next for Kakashi and his fellow ninja in number 27 of the *Naruto* paperback manga volumes! Then, after completing the young-Kakashi storyline, pick up volume 28 to discover what Naruto is like after two and a half years of intense training. And keep up with the ongoing *Naruto* story in SHONEN JUMP every month! And, of course, you can read *Naruto* from the very beginning — manga volumes 1 through 28 are available now!

BURIED SECRETS

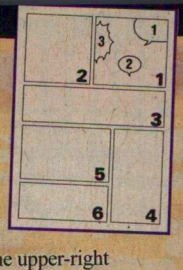
You can enjoy Kakashi's early adventures as a great coming-of-age, ninja-power-up story. But because Kishimoto-sensei is such a fine storyteller, the chapters carry additional meaning in the greater *Naruto* epic. Here are just a few examples:

1. The story opens very much like the opening *Naruto* began with: a three-person team (two young men, one young woman), headed up by an experienced ninja. In this case, though, Kakashi is the student, not the mentor.

2. We've seen flashbacks to the Fourth Hokage on occasion in the manga, and his face is cut into the mountain that stands above Konohagakure — but there's something special about seeing him here, so full of life, long before the fateful day when the nine-tailed fox descended on the village.

3. In the very next chapter of this young Kakashi story, on page 125 of volume 27 of *Naruto*, Obito says something that Kakashi says to Naruto, Sasuke and Sakura when he first starts mentoring them — see page 24 of volume 2 of *Naruto* to compare.

How to Read Manga?



In Japan, manga (or comics) are read from right to left and top to bottom — that's why the page numbers in this manga chapter seem to run in reverse order. As the publisher of *Naruto* in English, we stay true to the intentions of the artist by running the manga in the way it originally was meant to be read.

As this diagram indicates, read each manga page by starting in the upper-right corner of the upper-right panel. Read the panel from right to left, then repeat the process in the panel to the immediate left. When you reach the last panel on the left, move down the page.

It may sound confusing, but you'll quickly get the hang of it. Then practice your skills with an issue of the monthly magazine SHONEN JUMP, in which the *Naruto* manga is serialized, as well as the manga volumes of *Naruto*, available wherever books are sold.

TRIVIA CONTINUED FROM PAGE 23!

10. WHAT IS THE NAME OF THE CITY WHERE NARUTO AND JIRAIYA FIND TSUNADE?

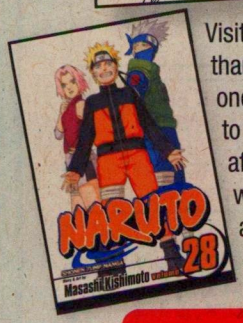
A: Tanzaku
B: Otogakure
C: Sunagakure
D: Kirigakure

11. HINATA BELONGS TO WHICH LEAF VILLAGE TEAM?

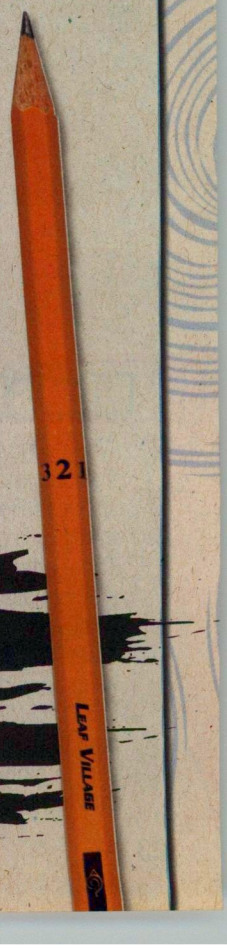
A. 2
B. 8
C. 7
D. 5

12. WHAT DOES "KAKASHI" MEAN IN JAPANESE?

A. cherry blossom
B. maelstrom
C. bird
D. scarecrow



Visit SHONENJUMP.com/ncspring08quiz for the answers. If you got more than 10 of the questions correct, then you have a solid knowledge of the life of Naruto, one of the most powerful ninja from the village of Konohakagure. You are now prepared to move to the next level! Pick up volume 28 of the *Naruto* manga, when Naruto returns after a two-and-a-half-year break in the epic; he's older, and stronger — but is he wiser? And follow his adventures — er, that is, continue your surveillance of his activities — every month in the manga as it is serialized in the magazine SHONEN JUMP. More info at SHONENJUMP.com!



IMPORTANT

ERASE *COMPLETELY* TO CHANGE

Example: A ☐ B ☐ C ■ D ☐

Test Record

1.	A ☐	B ☐	C ☐	D ☐	7.	A ☐	B ☐	C ☐	D ☐
2.	A ☐	B ☐	C ☐	D ☐	8.	A ☐	B ☐	C ☐	D ☐
3.	A ☐	B ☐	C ☐	D ☐	9.	A ☐	B ☐	C ☐	D ☐
4.	A ☐	B ☐	C ☐	D ☐	10.	A ☐	B ☐	C ☐	D ☐
5.	A ☐	B ☐	C ☐	D ☐	11.	A ☐	B ☐	C ☐	D ☐
6.	A ☐	B ☐	C ☐	D ☐	12.	A ☐	B ☐	C ☐	D ☐

For the answers, visit us on the Internet at **SHONENJUMP.com/ncspring08quiz.**